

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 6



**MORTAL MANIA
PART II**

2 BACK SO SOON?
YES!
EWJ 2
SNEAK PEEK!

INSIDE THIS ISSUE:
JUDGE DREDD
PRIMAL RAGE
LIGHT CRUSADER
LUNAR:
ETERNAL BLUE
COMANCHE
PLUS:
STREET FIGHTER
LEGENDS
INSIDE PSYGNOSIS
AN INTERVIEW
WITH AM2
BDO M2
UPDATE

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BC RACERS 32X
DAYTONA USA
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and RFA '95 US GOLD: Thunderhawk 2 ...AND MANY MORE!



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By the time you receive this issue of GameFan we will have already attended the biggest (in terms of technology) electronic entertainment show of the decade. The E3, or Electronic Entertainment Expo, is where the new game industry will be on display for the first time and the old one will hopefully show its commitment to what has become a massive installed user base.

All three heavy-hitters will have their shiny new consoles on display. These new machines have been assigned the task of taking us to the next level, which is hopefully a place we've never been. They will cater to a wider range of people and have the potential to completely redefine home entertainment. We're about to take an important step. Video games are fast becoming a mass market item.

What I'm expecting to see at E3 is variety. There should literally be something for everybody. If you're limited to a less expensive system, like the SNES or Genesis, Sega and Nintendo should have mind-blowing games for their 16-bit hardware. What Rare has been able to achieve on the SNES is going to lure a lot of heads and Blue Sky is achieving equally impressive bliss on the Genesis. Sega also has a 16-bit head-held, Venus, waiting in the wings. If they don't at least announce it at E3 I think they'll be making a huge mistake. After all, a lot of people won't upgrade until prices come down. I still think 16-bit has some gas in its tank, and a peripheral like Sega's V-cube would ensure its survival.

New mid-level hardware includes Sega's Neptune and Nintendo's Virtual Boy. The Virtual Boy delivers new and extremely entertaining technology at a very reasonable price. Sega's Neptune is also priced right and there should be some high-powered games exhibi-

ed at E3 for it as well. Atari has lowered the price of the Jaguar, and an affordable CD drive will be launched within weeks.

Then, of course, there's the Ultra, Saturn, PlayStation, and 300 M2 upgrade, all new for '95. These machines will range in price from \$250 to \$450. I've been enjoying the Saturn and PlayStation for months now, and judging by the first generation software, I believe these systems have remarkable capabilities, making them a bargain compared to other forms of electronic entertainment.

A quality Laserdisc player will set you back at least a grand, and movies anywhere from \$40 to \$100. A nice S-VHS VCR is up around the same price. So paying under \$500 for a powerful new game console and a bundle of software that can actually improve the quality of your life doesn't seem too unreasonable.

When you buy a game system you're also obtaining the wares of some of the most creative minds in home entertainment. There are thousands of talented designers, programmers, artists, etc. out there with one goal in mind... to entertain you.

In a world plagued with turmoil, networks bent on shoving way too much garbage down our throats and the necessity to wear body armor when you go shopping, a fantastic electronic adventure in any number of guises is a welcome addition to one's household... and one's sanity.

What I expect to see at E3 is a solid three-tiered market, so that no matter what your budget allows, the game industry has something of value to offer you. What shocks me the most is that I think it may actually happen.

Tune in to the E3 Zone next month and I'll let you know the outcome. We'll have a complete E3 report in our July issue.

Jeff Labrecque



"I GO FROM WAY COOL



S P A C E DUDE TO A B R A I N IN A BOX."

A REAL Experience from the 3DO Zone, Frankie 'One-Speed,' NY
THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carrere. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain men. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later." ■



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JUNE '95

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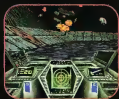
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"Hover Strike should blow you away."—EGM
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"Detailed and ultra colorful... original and just
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 "War has never been so much fun!"—EGM

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GAMEFANS TOP TEN MOST WANTED

TOP TEN

1. Donkey Kong Country (SNES)
2. Earthworm Jim (Genesis)
3. Final Fantasy III (SNES)
3. Mortal Kombat II (SNES)
5. Samurai Shodown II (NeoGeo)
6. Super SF 2 Turbo (3DO)
7. NBA Jam T.E. (SNES)
8. Doom (Jaguar)
9. Phantasy Star IV (Genesis)
10. Sonic & Knuckles (Genesis)

MOST WANTED

1. Killer Instinct (Ultra 64)
2. Virtua Fighter II (Saturn)
3. Chaotix (32X)
4. Toh Shin Den (PlayStation)
5. Daytona USA (Saturn)
6. Chrono Trigger (SNES)
7. Mortal Kombat III (SNES)
8. StarFox 2 (SNES)
9. Secret of Evermore (SNES)
10. Primal Rage (Jaguar)



Congratulations to the following winners of last month's contest:

First Prize: James White Milwaukee, WI
Second Prize: Mike Webb St. NY
Third Prize: Josh O'Reilly Peace River Canada

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR. Second Prize: Your choice of one of the Picks of the Month in Viewpoint. Third Prize: A FREE year of Game Fan!

As you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't playing on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 5137 Clarion Dr. Suite 210 Auburn Hills, CA 48301

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

PUSH YOUR CD TO THE MAX!



Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. **FLYING NIGHTMARES.** Pushing CD technology — and you — to the max.



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Nintendo the Innovation leader &



At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming tech-

niques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them,

either. In fact, with games using ACM, or the FX² and SA1, gamers won't have to pay an extra dime for the innovations.

ACM: The Magic In The Machine

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years

creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called *debabelizing*, which reduced the rendered images from millions of colors to 256 or less. By working from the high-

end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."

video game system without spending a dime.

Full 3-D models were created first in wire-frame for DKC. The design team animated the wire-frames to see how the motion looked. After mastering a sequence of the wire-frames, Rare refined the figure with texture mapping and lighting.





The latest upgrade of the Super FX chip—the FX²—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel



terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.

In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX² can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.



ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX², but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking \$150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better games today for the systems they

already own. A system 32X-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX² and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

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ついに我々が望みかたう時が来た。
ハガネ様が助けに来てくださったぞ。

"Our prayers have been answered, my friend. Hagane has come to save the day!"

ああ、あの温サイホーグ体から放たれる強力なニンジャ技があれば、もうコマ軍団など敵ではないな。

"Oh yes, my brother... The Koma Clan is no match for Hagane's masterful Ninja technique and spectacular cyborg form!"

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Here's every character's super move for SNK's new Fatal Fury 3. These moves must be done when your energy bar is flashing red.



BLUE MARY: MARY TYPHOON
← HOLD ↓ → ↗ + BD



TERRY BOGARD: POWER GEYSER
↓ ← ↘ → + CO



ANDY BOGARD: CHO REPPA OAN
↓ HOLD ↘ → + CO



JOE HIGASHI: SCREW UPPER
→ ↘ ↗ → + CO



NAL SAKAZAKI: CHO HISSATSU SHINOBI-BACHI
→ ↘ → + CO



GEESE HOWARD: RAGING STORM
↘ → ↘ ↘ ↘ + CO



MOCHIZUKI SOKAKU: KAZUCHIN
→ ↘ ↗ → + CO



BOB WILSON: DANGEROUS WOLF
↓ ↓ ↓ + BCO



FRANCO BASHI: ARMAGEDDON BUSTER
→ ↘ ↘ ↘ + CO



HON-FU: KADENZER'S PHEONIX
↓ ↘ ↗ → + BD

DAYTONA USA

Sega Saturn

Mirror Mode: Simply hold down START at the "Select Your Track" screen to race it in reverse. (Note: This works in Saturn Mode only)

Time Attack: Simply hold down START at the "Select Your Car" screen to play a special Time Attack mode with no enemy cars. (Note: This works in Saturn Mode only)

Karaoke Mode: Hold UP on your pad when you select a track to play a special Karaoke version of Daytona with the words scrolling by along the bottom of the screen... "Let's go away!" (Note: This works in Arcade Mode only)

Change Music: Enter the options and set your controller functions to "B." Now begin a new game. At the "Gentlemen, start your engines" screen, press any of the three view buttons (X, Y or Z) to change the music of the track.

Stop the Slots: Press the X button while in front of the slot machine in the Beginner track to stop the wheels. Get three sevens for extra time on the clock!

Get New Cars: Place first in any track and you'll get to race as a new car in Saturn Mode.

Rotate the Jeffy Statue: In the expert

track, stop in front of the Jeffy statue and press X.

Listen to AM2 Music: To listen to music from any game by AM2, (A

total of 23 games) enter your name at the high-scores screen as the initials of that game. Some examples are: v.f. for Virtua Fighters, A.S. for Afterburner, M.S. for OutRunners, W.M. for World of Warcraft, B.F. for Galaxy Force, and V.A. for Virtua Racing.



Karaoke Mode!



Extra Cars



AM2 BGM Test



Enter the Mirror Mode/Time Attack codes at the select screens.

Place first to race as new cars!



Enter the music-change code here.



Stop the slots to get extra time!



The Jeffy Statue

POPFUL MAIL

Sega CD

After finishing the game, wait about two minutes until the words "THE END" appear on the screen. A graphic screen similar to the title screen will appear showing both your finish time and your rank. Depending on your rank, you may hear Gaw tell you to finish the game in a faster speed to "see something really good."

Dicky Johnson of Ontario, Canada

THEME PARK

Atari Jaguar

Get all of the rides and shops by only paying for the shops: Start a regular game and go to the research vat screen. Put all of the juice in the machine (\$9,999). Put all of it into research for the new shops. Keep all of the juice in the machine until the month after you get your last ride (the arcade). That will be two years and 5 months in May. Go to the quick menus, and press A over the ride icon. You will be able to pick all of the rides, including the roller coaster. To make the process faster, put the game speed on +20.

CANNON FODDER

Atari Jaguar

Regain Weapons (Must have two men left): Spill off another troop with no grenades or bazookas. The new troop will have the dead troops' weapons.

CLUB DRIVE

Atari Jaguar

Drive on Planet Tokik During the World Selection Screen, enter 4 + 2. Hirabutton. ("The Hitchhiker's Guide To The Galaxy" Answer)
Orep & Fixed Camera Views / Debug: During gameplay press 8 + 6 (On either controller)

QUARANTINE

300

Level Passwords:
2nd Level - 98645782
3rd Level - 89962254
4th Level - 54185654
5th Level - 92146125
Ending Level - 33289642

All Jay codes from Michael Ferguson at Hazel Park, MI



Robby Wilson Crown Point, IN



KASUMI NINJA

Atari Jaguar

Character Vs. Same Character:
First enter a blood lockout code. Then, in the options screen, select "Change Code":
On Controller #2: Hold A + C
On Controller #1: Key in 0, 2, 1, 5, 4, 4
It will say "wrong code," but you can now play player vs. same player.

ZOOL 2

Atari Jaguar

Enter the following codes at the option screen:
Infinite Health: 1, 1, 2, 7, 5
99 Lives: 3, 1, 5, 6, 5
Level Codes:
Level 2 (Bulberry Hill): 7, 7, 7, 4, 0
Level 3 (Tooting Common): 5, 6, 5, 5, 3
Level 4 (Shaking Paddle): 3, 5, 6, 5, 0
Level 5 (Mount Loos): 1, 1, 0, 6, 0
Level 6 (Mental Blockage): 0, 1, 2, 6, 6
Bonus round after each stage: 3, 1, 6, 7



BATTLECORPS

Sega CD

Stage Select: Enter the Option screen and choose "Practice Mode". Now pause the game and enter the code "B, A, B, A, Right, A, C, Up" and unpauses. The screen should flash white. Now hold down A, B, and C and press Start. You'll be returned to the main menu of the game. Begin a new game and press Up or Down to cycle through the levels!

BEYOND OASIS

Sega Genesis

Infinite Omega Sword: In the forest west of the castle, there is a lone tree by the zombies. If you go behind it you will fall into a pit, in which there are 100 levels of monsters. If you reach the hundredth level without being killed, you will receive the infinite OMEGA sword! WARNING! You cannot use any food to replace HP or SP. It can be done... you can use your light ball on certain enemies and items to summon different spirits.

Don Luciano Agones of San Diego, California

RISTAR THE SHOOTING STAR

Sega Genesis

Enter the following codes at the password screen.

Stage Select: LOVEU

Boss Rush Mode: MUSEUM

Copyright Info: ABES

Remove All Entered Codes: XXXXXX

South West of Downers Grove, Illinois & GMEF

TRUE LIES

SNES / Sega Genesis

Many Joyous Codes: These codes should be entered at the password screen.

Infinite Lives: 0, 6, L, V, S, End
Full Weapons: 0, 6, W, P, N, S, End
Infinite Continues: 0, 6, C, H, L, Y, End
Go to 2nd Level: 0, B, R, F, J, R, P, End
Go to 3rd Level: T, S, N, J, M, L, C, End
Go to 4th Level: C, Q, L, G, F, N, Z, End
Go to 5th Level: 0, Z, J, J, M, Y, End
Go to 6th Level: J, B, Z, N, K, G, M, End
Go to 7th Level: F, K, P, A, L, N, K, End
Go to 8th Level: M, M, T, J, S, K, G, End
Go to 9th Level: M, Y, N, C, B, Y, M, End

Sandiego Navas of Hialeah, Florida



The Super Hocus Pocus Giveaway - Send in your codes... good, bad, or ugly. We'll choose one grand prize winner each month. Codes can not come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where creators can prosper now like never before. (Current subscribers will receive a one year extension.)

1st Prize: Michael Ferguson

Hazel Park, MI

2nd Prize: Santiago Navas

Hialeah, Florida

Third Prize: Don Luciano Agones

San Diego, California

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Game Boy

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play It Loud™

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GAMEFAN: UP TO THE MINUTE



You wanted it, you got it! GameFan: Up To The Minute is here to stay! I can't guarantee where you'll find it each month because we simply keep a floater in the layout, so be sure to keep an eye out for this bonus page.

This month, we received these exclusive Saturn Street Fighter: The Movie shots from our friends at Capcom, just in time.

So far there are only two finished characters in the game: Cammy, and Ryu. Judging by these shots the Saturn version is identical to the coin-op (which is previewed in this very issue on page 120).

You can read all about this surprising

digi-fighter and then make plans to pick it up on Saturday! SF: The Movie should be ready in time for a simultaneous release with the Sega Saturn on September 2nd.

We will of course bring you more on this and all of Capcom's great 32-bit Saturn software (which includes Night Warriors, X-Men, and Street Fighter Legends) as it is made available.

Of course begging a little never hurts either.

-E. Storm



SEGA SATURN





SHIN SHINOBI DEN SEGA JUNE

Once again, Kei and Yagi came through at the last minute with Saturn power from Japan! All dates are per Japan, but look for a report on these titles' US release dates next month!



GRAND CHASER NEXTech PLAY

RICHARD SAGA MICROCABIN JUNE



RAYFORCE TARGO JUNE

NEW BLOOD

LAST MINUTE KABAL FATALITIES:

1. RESET MACHINE
-Hold HP (D.O.O), release HP.
(Distance: very close)
Note: This will reset the machine.
2. SKELETON ANIMALITY
-Hold HP (F.D.F), release HP.
(Distance: very close)



PSYGNOSIS

PlayStation Works in Progress

Dateline: Liverpool, England, April '95...

Kid Fan took the British Isles by storm. On assignment to uncover the latest developments at Psygnosis headquarters in Liverpool, England, KF met with many high-level employees during behind-closed-door meetings. Kid Fan had the opportunity to preview quite a few very promising games (see below for highlights.) When asked about the flight and the accommodations Kid Fan replied: "The flight was long and very grueling... boy are my arms tired. The people were very nice and seemed genuinely excited at the opportunity to get quality coverage in their favorite magazine, GameFan." Psygnosis has offices all over Europe and in Boston as well. They are currently supporting PC CD-ROM and Sony's PlayStation. Psygnosis will boast 18 playable demos at the upcoming E3 for the PlayStation, and an impressive lot they are. Special thanks go out to Mark Day, Sue Campbell, and the "Wipe-Out" and "Krazy Ivan" teams. Thanks for the hospitality, and an adventurous European holiday! Cheers, Mateol



WIPE-OUT

Set in the future across a series of racing tracks in various locations, Wipe-Out is the spirited clash between pilots of the F-3600 racing league. It's fast, action-packed, dangerous and invariably fatal for the contenders. The gameplay will feature subtle Dynamic Play Adjustments (DPA) techniques to keep the player on his toes. Head-to-Head two player games via serial link will be available across more than 10 tracks with special features such as jumps, tunnels, pop-up walls, loops, short cuts, splits and joins, hills, troughs and many other exciting obstacles.

KRAZY IVAN

Krazy Ivan is a futuristic combat simulator which places the player at the helm of a 40-foot, 50-ton mechanized power suit. The game will have hazards within the playfield as well as the opponent robots. Play will take place against other robots and enemy "droids" of varying power. Various weapons and power-ups are scattered around the arena.



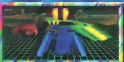
DEMOLISH 'EM DERBY

Lap after lap of bumps, thumps, spins and smashes, drivers smashing points not just for winning, but for splenning and knocking out other drivers. It would be fun simply smashing into everyone and watching the ensuing mayhem. However, since collisions are calculated accurately, there are many different ways of doing this, and real skill will have to be employed to knock out other cars without wrecking your own. There is no race, no laps to complete, and absolutely no rules. To win, smash the opposition's cars to pieces and remain the sole surviving driver, leaving all others laying strewn about the track as wreckage.



G-POLICE

Your sister, who was a member of the G-Police, has disappeared under suspicious circumstances. You adopt a false identity and enroll in the G-Police to uncover the truth at your sister's disappearance. A totally convincing 3-D system that can produce an authentic and believable city in real-time is provided. Everything that can be found in a real city can be found in the game world e.g. shopping malls, harbors, power stations, airports, commercial areas, sports stadiums, playgrounds and cross-town traffic.



ASSAULT RIGS

Assault Rigs is a fast-paced state-of-the-art 3-D killing game. Two players are put into various types of virtual arenas each in charge of an Assault Rig. They then have to each end destroy each other using a vast array of on-board weapon systems. Extra weapon systems can be found in the arena. The arenas house traps and defense units to hinder the players' progress. The game is over when an Assault Rig is hit five times by any weapon in the arena. The Assault Rig left standing wins the game!

In the Darkest Hour,



Hope Springs Eternal.

The incredible sequel to the best-

LUNAR

ETERNAL BLUE

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MAGIC KEY TO UNLOCK THE
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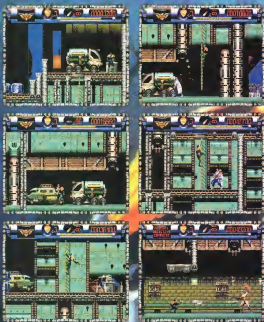


Our games go to 11!™

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ACCLAIM • 16 MEG
ACTION/ADV.
1 PLAYER
AVAILABLE JUNE



The few inhabitable areas left in America are sprawling metropolitan areas covering what used to be the states. In between the three Mega Cities lies the Wasted Radiation Desert called the Cursed Earth, created during the Great Atomic War of 2070, where mutant spawn and retiring Judges go for the long walk... A world where automation and robotics have made unemployment the rule, where caffeine dealers risk their lives to sell a quick jolt to the restless, embittered citizens, and mere littering can earn you jail time in an Iso-Cube.

THE LAW

Welcome to Mega-City One, home to 400 million citizens, 60,000 of which exist in soulless self-contained CityBlocks. Within the dismal confines of this enormous sprawl, order is no longer kept by a police force. In the year 2139, the seething citizens of the world are judged not by their peers but by Judges. These unforgiving, authoritarian keepers of the peace believe in speedy justice, and it's dispatched on the spot! Judge Dredd finds himself on the wrong side of the law as unseen forces work to bring him down.

Dead World is controlled by the elusive Dark Judges. Under the guidance of Judge Death, who exists only in spirit form, these Dark Judges are able to take over and control both living humans and corpses, making them difficult to defeat.

Their approach to the law is inhuman; they believe that since all crime is committed by the living, the best way to eliminate crime is to eliminate the living!

They are determined to steal an inter-dimensional jump device which would allow them to bring their evil brand of justice to Mega-City, Dredd's neck of the woods... big mistake!





I'M A DOCTOR HIM, NOT A TARGET!

YOU CAN RUN...

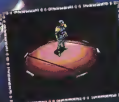
BUT YOU CAN'T HIDE!



Unless you live in a cave I'm sure you're aware of Judge Dredd, the latest comic gone big time Hollywood movie starring Sylvester Stallone. Acclaim has managed to time the game perfectly with the theatrical release. As a result you are looking at a lone 'Preview' related to a June movie. That's a welcome switch! I hate waiting for the game when a movie is hot, and I'm pretty sure this one is gonna' be a steamer!

It Dredd the game is any indication of what the movie will be like, Sylvester may top Demolition Man, (although that'll be tough without Sandra.)

Once again, Probe has worked their magic and come up with a solid action adventure. As usual JD is not your average no brainer. There are missions to complete, and computers to access, reminiscent of the joy filled Probe 'Aliens' game. The characters in Dredd are highly animated and the backgrounds highly detailed, music's cool too! I'll be back with a thorough review next issue. -E. Storm





WELCOME TO URTH!





Primal Rage came at a time when digitized fighters were better than fat pits, and dinosaurs were raging big time. Spielberg's 'Jurassic Park' made characters like 'T-Rex' and 'Raptor', household names... It was perfect timing.

This Misstful 'stop motion' coin-op managed to steal some of MK2's thunder, and became a huge, but short lived, arcade hit.

Primal Rage takes the tried and true heavy blood and carnage formula and makes it permissible, using fictional, stop motion animation characters. It's more appropriate to bludgeon a dinosaur, than it is a human being.

I think what's kept Primal from reaching MK's notoriety is the treaky control mechanism. Even after you get used to it, it's still awkward, especially with a Sega six-button. Try holding A and Y simultaneously while executing a move. It's do-able, but wouldn't you rather just do a Dragon Punch?

Besides the awkward control, Primal is an excellent fighter in my opinion, and from a technological standpoint, it's one of the more impressive games in recent memory. Certainly, being in 64-colors doesn't help PR too much, but the arcade game play is faithfully represented on the Genesis.

I was mighty impressed with the preview version, such large sprites and fluid game play. I'll be back with a review in the near future.

-Mr. Goo



PREHISTORIC PAIN!





SEGA
FIGHTING
1-2 PLAYER(S)
AVAILABLE NOW



BLOOO! Everyone's favorite bodily fluid and the selling point behind many fighting games, ranging from Mortal Kombat to Primal Rage and to Sega's Eternal Champions. Not





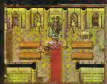
getting enough blood on your Sega-CD? Well, SOA has a solution for you: **Eternal Champions - Challenge from the Dark Side!**

The Eternal Champion is some omnipotent-type dude who amuses himself by plucking warriors throughout time out of danger, seconds before their deaths. He then stages a tournament, with the prize being the winner's life. The only catch is that to win the tournament, you have to defeat the Eternal Champion himself. And you only get one chance.

ECCD is a great improvement upon the original, not only in the areas of graphics and sound but playability: Street Fighter-style attacks called "Skill Moves" that apparently require some sort of advanced skill to pull off (most are standard charges or fireball-motion moves) have been added, and the game has an overall balanced feel which the first EC simply did not have. Other additions are the impressive, rendered CineKills, fatality-type moves that show in gruesome FMV your character confronting his or her worst fear. There are, of course, new characters as well: RipTide, a female pirate, Raven, a voodoo priestess, Chin Wo, a kung-fu master, and Ramses, the Egyptian pharaoh, are but a few of these.

Fans of the original Eternal Champions or those looking for SFII-ish gameplay mixed with Mortal Kombat blood should be ecstatic with this game, and even those who've never played the first one may like it. We'll be back next month with a review! - Nick Rox





We American RPG fans are extremely lucky. When you think about it, we've gotten a respectable amount of all the best Japanese RPG series: Final Fantasy, Dragon Quest, Phantasy Star and Game Arts' Lunar. And luckily, the second game in this groundbreaking series is almost finished being translated by those super-cool folks at Working Designs.

In Lunar: Eternal Blue you assume control of Hiro, a 16-year-old boy with a thing for ancient ruins. One day Hiro and his companion Ruby, a baby red dragon, (whom everyone else refuses to believe is much more than a strange cat) break into the Dragon Shrine and steal a priceless gem. Upon returning home, the duo find that one of the Goddess Althea's knights, Leo, had visited Gwen. Hiro's grandfather, Leo had come to inform him that a destroyer would appear within the Blue Spire soon, and that he needed Gwen's help in getting inside it. Gwen is the leading (and, in fact, the only)





researcher on the Blue Spire, said to be a gateway between the world Lunar and the legendary Blue Star. No one had seen its interior for thousands of years. Gwen is sure that no evil force could originate at the Spire, and so he decides to check for himself. Taking Hiro and Ruby along, Gwen enters the massive tower only to find a mysterious girl, Lucia, who claims that she hails from the Blue Planet, and she must communicate with the Goddess Albena immediately and "defeat Zophar."

I won't reveal too much about the plot except that it's incredibly involving and ingeniously written, dealing with such modern themes as corruption in organized religion. Everything else about the game is of the highest quality too, from the superbly animated cinematics and the excellent music. I'll have much more on Lunar: Eternal Blue in future issues!





TREASURE • 32 MEG
ACTION/RPG
1 PLAYER
JPN/MAY • USA/TBA
www.treasure.co.jp

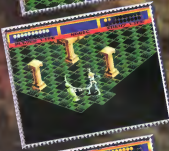


I am David, a swordman in the employ of King Frederick. Feeling weary from so many battles, the King has sent me on holiday to Green Rose. Upon arriving I sensed fear among the people. Later, King Waelen told me of his peril. People have been disappearing at an alarming rate and the reason: people fear some magical spell. Now, I must rescue these people and reveal whatever evil lies beneath the castle.

Light Crusader

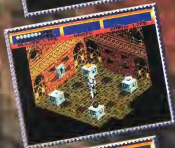


It was captured and brought here by black v

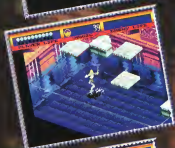


What you are looking at here is to say the least, a true sign of the times. This stupendous 32-meg cart; Light Crusader, is Treasure's last 16-bit game. From this point on it's Sega Saturn all the way.

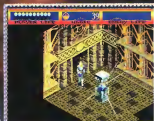




While this breaks my heart to some extent, I am more excited about what Treasure will bring to the Saturn, than I am about any other developers offering. It is doubtful that Headdy or the Gunstar Heroes will make their way to the Saturn, especially after the makers of the lesser

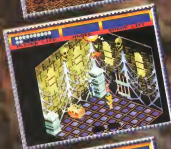


'Gunners Heaven' ripped off almost every aspect of 'Gunstar Heroes' for their PS game. Treasure now feels Gunstar has been done on 32-bit to some extent, so they will concentrate on an Action /RPG that is said to feature real time gameplay. Now, on to the game at hand...



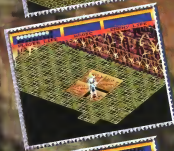


Take the best of Sony's Equinox (Solstice), the best of Climax's Landstalker, and dump in a whole slew of those phenom' Treasure trademark special effects and you've got Light Crusader. It's an Action/RPG that perfectly blends riddle and puzzle solving, isometric platform action, and stunning boss fighting.



Need I say more about game play? I think not. If you played any of the above mentioned games, I'm sure you not only get the picture, but would buy this title in a heart beat should it make its way to the US.

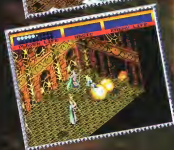




That's right, so far SOA doesn't have plans to bring Light Crusader out, (they're sharp aren't they) however, if it's not in the Sega booth at the upcoming E3 show (where this issue will debut) you can bet a wise third party will snatch it up.



Light Crusader hits stores in Japan this May, hopefully it will hit here soon after (the game is ready to go with English text and all). We'll have a review as soon as we know LC's fate in the United States. Hang on to those 16-bitters! -E. Storm





Fighting games have become one of the biggest genres in gaming. It seems that just about every third party wants to throw their hat in the ring. Sunsoft/Acclaim's Justice League Task Force (a product of the recent distribution deal between the two companies) is ready to go, on both 16-bit platforms.

The Genesis version is the epitome of averageness. The graphics are drawn nothing like the comic book heroes, the music is only fair, and the gameplay is comprised mostly of fireballs and charging moves. Not that these are bad play mechanics, they're the greatest. It's just that with no drama or personality of any kind to back them up, they seem totally watered down. The premise of JLTF is that Darkseid has plans to take over Planet Earth, and use it as his base to control the universe. To stop this evil plan, you control one of the following Justice League members: Superman, Batman, Wonder Woman, The Flash, Green Arrow or Aquaman. In order for Darkseid's plan to work he must eliminate the Justice League one and for all, so he uses his dark powers to pit the League against one another. Hence, good guys fight good guys... fine by me. It isn't hurt my IMAGE. Maybe it'll SPAWN a MAJOR out sequel. -Kid Pan

ACCLAIM
20 MEG
FIGHTING
1-2 PLAYER(S)
AVAIL. JUNE

GENESIS
PREVIEW



Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt.

Sizzling, **scorched** and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals.

Man, were you burned. This is **Kirby's DreamLand 2** for Game Boy® and Super Game Boy®, and you're in the **hot seat**. Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby **deadlier** than ever. Meet the owl that slings boomerang



feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up **white-hot** spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.



Nintendo





GAME BOY

KIRBY'S
DREAM LAND 2

Play
it
loud

Nintendo announced they has agreed to make a multi-million dollar capital investment in the U.K. based Rare, one of the world's hottest video game development companies. Nintendo's investment in Rare will ensure that Rare remains not only the world's most technically advanced video game developer, but also one of the largest. The investment, which will give Nintendo a 25% interest in Rare, marks the first time Nintendo has invested in a video game development company outside Japan. Under the "Rareware" label, Rare will be developing games for Nintendo's SNES, Virtual Boy, Game Boy and Ultra 64 hardware. This announcement comes as little surprise to industry observers considering Donkey Kong Country (developed by Rare) sold more than 7.4 million copies worldwide making it the fastest selling game of all time. Couple this with the #1 status of Killer Instinct (also developed by Rare) in arcades, and you can see why Nintendo would want invest in Rare faster than you can say "Gold Mine". It's no secret that the development talents of Rare are held in high regard by Nintendo. Howard Lincoln, Nintendo of America chairman had this to say about Rare: "Based on the tremendous worldwide success of Donkey Kong Country and Killer Instinct, it's clear that Rare is the best video game developer in the world. Just like the movie industry where there are a handful of people who make great movies, the video game industry only has a few people who make great games. Nintendo considers the Rare team the 'Spielberg' of video game development."

Recently, GameFan had the distinct pleasure of speaking with Mr. Lincoln, and Joel Hochberg, Rare president, on the progress of the Ultra 64, Virtual Boy, the future plans of Nintendo and Rare. Here's what they had to say.



Nintendo®

An Interview With Howard Lincoln

GameFan: Congratulations on acquiring Rare. Ever since Battleleads we've been huge fans. We also know that they have been working magic since the old Amiga days and have always been the envy of the European development scene.

GF: Judging by the specs, you obviously have the highest powered new system at the best price. However, the consumer has not yet seen an Ultra screen shot, and only a handful of games have been officially announced. If the Ultra is a '95 product don't you think its time to let the cat out of the bag? The letters are REEEAALLY piling up!

Howard Lincoln: Nintendo of America chairman- Because of the tremendous amount of speculation in the industry of specs, and the launch date, of not

only Ultra 64, but the Saturn and PlayStation, and given the proximity of the E3 show, we have put an embargo on commenting at all about NUG4 until the show. Certainly the questions you have raised are going to be answered at the show. I think there is a way of answering the question that ties in what you were saying before. The NUG4 is a very, very powerful hardware platform that can do a lot of things, and it's going to be priced very competitively. But the most important thing is not to disappoint the consumers. The important thing is to come up with really great software. That is one of the reasons why we've made this investment in Rare. What you have is a platform like Ultra 64 that requires people to be on the leading edge of technology to work with SGI workstations and other technology that a lot of people in our business are not really that skilled at.

So you've got to have those people, and at the same time you have to have people that are capable of making video games that won't put people to sleep. That combination of talent, the technology side and the creative side, is very, very difficult to find. You can find one part or the other part in various parts of the world, but finding them together is extremely rare. The Rare people, particularly Chris and Tim Stamper, combine first class game developer talent with technology expertise. We are counting on them as one of the key parts of our Nintendo Ultra 64 strategy. It's also what we are doing in 16-bit. I can guarantee that when you walk out of the E3 show you will see that we have the best line up of 16-bit software in the back hall of 1995 that we've ever had and that includes 1994 with Donkey Kong Country. One of the games that I can

talk about is the sequel to Donkey Kong Country.

Jael Nachberg, Rare president - Don't ever look the Game Boy product.

HL - We've got Donkey Kong Land, that also for the first time has the Advanced Computer Modeling technology from Donkey Kong Country incorporated in Game Boy. That will be released in June, 1995. We've got some other Game Boy surprises from Rare that I think you'll be very pleased with.

GF - That brings me to my next question. Together with Rare, how many DKC quality 16-bit titles do you plan to produce per year.

HL - It's hard to give you a number. There are two titles that Rare has been working on that are 16-bit titles which will be shown at E3 and they will be introduced in the back half at 1995. We have some other 16-bit titles that we are planning on introducing as well. But typically, Nintendo has approached the market at releasing fewer rather than more titles. That's the approach that Rare is quite comfortable with too. We moved over seven and a half million Donkey Kong Country cartridges between November of 1994 and today. The game is not about how many titles, it's really the quality at the title.

GF - Absolutely, we also emphasize quality.

HL - I know, I read your magazine. One thing I can tell you is that I think we will probably introduce slightly less 16-bit titles this year than we did last year.

GF - How many titles does Rare have planned for the VR Bay and Ultra following their launch?

HL - Rare is working on titles/games for VR Bay and Ultra 64. Of course if we told you the names at the titles, then we'd have to kill you. And I can't figure out how we'd do it through the speaker phone.

GF - Well, Eileen was kind enough to provide a cyanide capsule with my Fed-Ex package.

GF - Will any Rare titles for the N64 be on display at E3?

HL - I can't answer that question because we can't really comment on Ultra 64 for the E3 show.

GF - Which system will be your main emphasis going in to '96? Or will you support all four aggressively?

HL - We will continue to aggressively support 16-bit platforms. Certainly in 1996, we

will obviously be supporting VR Bay and Ultra 64. I think that once you've seen what we've done with Game Boy in 1995 with the titles that we are going to release at E3, you will see that Game Boy has additional life and we will continue to support it into 1996. I think that your point is good, right now we have two platforms and we will be expanding to four. And that always raises the issue of quality, and the issue of who's paying attention to what. At same point in time you are going to see SNES phase out, but certainly not in 1995 or 1996. It's hard to speculate on what's going to happen after that. We are feeling very good about VR Bay and certainly Ultra 64. Jael, your guys like the VR Bay a lot don't they?

JH - Yes, I think same at the technology that we were not able to use in conventional screen display we are going to be able to use is a very convenient manner providing an extra special 3-dimensional screen with VR Bay. We are excited about a couple products we are working on for VR Bay.

GF - Jael, this question is for you. What will Rare's first Ultra game be and



how far along is it?

JH - We've been working on Ultra 64 since the early days of hardware concepts. The results so far are absolutely dynamic. The requirements for very significant special effects become more apparent when you have a system that can produce the technical accomplishments of the Ultra 64. As at the first go, so to speak, we can't be very specific in respect to time frame.

GF - Does the fact that the dollar is at an all time low in Japan, have any bearing on your decision to join forces with a European developer?

HL - No, there is no relationship between the two. Certainly the strength of the Yen to the dollar has an dramatic effect on Nintendo, Sega, and any other company that is headquartered in Japan. That doesn't have anything to do with this decision. And nor does our decision to invest in Rare. I really think this is a very unique and special investment and I don't anticipate that you are going to see Nintendo doing this with other companies, even though we have a very good relationship with a number of 3rd party developers who are working on everything from VR Bay and SNES to

Ultra 64. I really think it should be regarded as unique.

GF - What companies in Japan do you have similar agreements with?

HL - Nintendo Company Limited has relationships with various developers including some minority stock ownership positions. I'm really not the person to comment on that because I don't know all the details. What I can tell you is that the press release indicates this is the first time we've done anything like this outside at Japan.

GF - Will all of Rare's games use SGI graphics? Or will traditional animation be used as well?

JH - I think we've grown our own kind of position in respect to what the public is looking for, the ACM style and I think we have a few other surprises as well. You can be on the lookout for some very special technical effects coming from us.

GF - Do you feel that this deal, along with two major hardware launches, will put Nintendo back on top?

HL - If we look at this thing at a worldwide basis, there is very little competition. Looking at sales, and in particular the earnings of Nintendo, there is no comparison between those numbers and anybody else's including Sega, which is a minor player when you look at the market across the world. If you do some checking you will find that both Nintendo and Sega have commented in the last ten days on what they expect their sales and their pre-tax profits will be the fiscal year ending March 31. If you look at that you are going to see that Nintendo's pre-tax profits were five times greater than Sega's, and that Sega's operating ratio has gone in the tank. So I think on a worldwide basis, we are okay. In the U.S. we certainly feel that the Tryst data makes it about a 50/50 market given a few points here and there. Since the beginning at the year and as DKC has cut in, we are ahead in market shares in the 16-bit area as measured by Tryst. Obviously Sega has done very well and I think we have gotten back and regained the momentum we had lost at the end of 1993. I feel very good about this and I think the days at "Geo, Sega is cleaning Nintendo's clock in the U.S." are long gone.

GF - That's kind of what my take is on the whole thing as well. Nintendo's going back to what made them the giant that they are, by getting back to basics. Everybody is screaming about graphics, and new technology. We'll all see what Ultra can do soon enough. Right now we're seeing what you can do on 16-bit. Showing there's no need for a CD, or an upgrade to play next generation software. Look what you can do if you're committed to the product and to the consumer.

HL - Well, I couldn't have said it better myself. In fact, would you like to come to work for me?

JH : Can we quote you?

HL - And I'll pick up your pen and write the story.

JH : If I could just add to what Howard said, As far as I'm concerned Nintendo has always been on the top and for us, as developers to associate with the company we feel will be first and foremost, you can tell what we feel Nintendo is.

GF - Instead of addressing the fact that they might have some competition, the other hardware companies are saying "It's not going to happen, they can't put it in a box at the proposed price point". You guys have always shown your commitment to quality.

HL - Well thank you, and that's where we are heading. I think you've said it very well. You also have to measure this thing over a long period of time. Ultimately, as a public company, our principal obligation to our shareholders is to make money. We have done that consistently. You do it over a long period of time by creating a brand that people associate with quality games. And every time you take your eye off the ball, you get hurt.

GF - Many feel that 16-bit has not run its course as the best games such as OKC, and Rare's future titles are just coming out, how long will you continue to support the SNES?

HL - As for 1996, it's really just speculation. I think the point we are making is certainly in 1995 and 1996 and presumably in the future, is that we're going to be supporting SNES. The point I want to make is this: the market right now is soft for any 16-bit title except games of the caliber of Donkey Kong Country.

GF - Except for Home Runs

HL - Except home runs. But that shouldn't be a signal to companies to get out of the 16-bit business where there's such a huge installed user base. What it means is that consumers are saying, "Show us something that's a real quality product." I think that you are going to see more 3rd party publishers getting out of the 16-bit. I don't know where Sega is on 16-bit but we don't have any plans on getting out. What we have is a plan to make the games even better than they were before. If we introduce a

B title on 16-bit it will be very difficult to sell in this market.

GF - I think that's really just the evolution of the informed consumer, our target market.

HL - I completely agree with you. I think that the media in particular does a disservice because they don't focus on what you guys have focused on. There is a market for people who like to play video games. Those are our consumers. If we are faithful to them, then we are going to be okay.

GF - I think that's the big issue. Unfortunately, simply because a 3rd party brings out a B or C title which fails, automatically the rest throw up their arms.

HL - I think there's that, and there's also the fact that some of those companies are probably companies that have to come up with some explanation for why they are not making their numbers. It leaves the impression that category is gone. That attitude was present in the back half of 1994 and two things happened. One obviously is Donkey Kong Country. It's not just that we introduced that title, but we spent between fifteen and twenty million dollars in the U.S. marketing it. In addition to coming up with great titles, you also have to put the marketing dollar behind it.

GF - We feel the Virtual Boy has amazing potential, but we seem to be alone with our opinion. Can you shed some light on the subject? Where exactly does the Virtual Boy fit into Nintendo's and Rare's plans?

HL - We certainly did not come out of the Shoshinkai show with a scroll of positive comments from the media. And perhaps in retrospect we showed the product a little bit too early. When we showed it again in January at the CES show, I think the reaction of the trade was much better. And it may very well be that they were expecting worse. But I don't think so, I think that they saw the potential and the software development had gone a little bit further. The reaction of the retailers was quite positive. We've been doing a lot of focus group testing on this product as the software gets better and better. And what we're finding is that people that play it, like it because it's a new experience. There's a lot of really neat things you can do with this that you can't do using a television monitor. So the focus groups we've done have been quite, quite positive. And the software that we are

working on is developing a pace. We are not going to introduce this product until summer. It's going to be introduced in Japan in mid-July. By then I think we will have the quality of software we need to launch the product. It's going to be difficult to market the product because you can't make a television set that says this is what the graphics look like. So that's a challenge for us. But that's the business we are in. But I think that like in anything else whether it's Game Boy or whatnot it all depends on the software and the price point. The only thing I'd add to this is the guy who made this is the same guy who made Game Boy, Mr. Yokoi. I asked him how do you think this will do relative to Game Boy. He said that he thinks it will do a lot better. This is an experienced professional in the video game development business, who has a very long successful track record. You have to factor that in as well. The whole purpose is to bring in a new type of entertainment to video gamers, and I think we can accomplish that.

GF - I think that's where we're coming from, this is a new experience entirely. This is something, that if done right, can be very fulfilling. But it's something completely different. You're either going to approach it with an open mind and say, "Wow this really has potential", or you will pre-judge it and say, "Well it's only got two colors". That to me is irresponsible. In this business you can never judge a product until it's had a chance to show it's true colors. It's an experience, completely different from sitting down in front of a TV.

HL - It is a different experience and we'll just have to see how the software goes. We feel very good about it.

GF - Well, we are behind the project one hundred percent and cannot wait to get ours.

HL - You'll have some problems in trying to explain it to your readers, because it's hard to picture those graphics. I'm interested to see how you guys do that.

GF - Well, we have a couple of tricks up our sleeves.

HL - Good, because we will be watching. I know that the Nintendo Power people have some tricks too.

Thank you for your time. We are extremely excited about everything Nintendo is doing and cannot wait to tell in our anxious readers. You have the undivided attention of the gaming world and GameFan is behind you 110%. We will continue to report the facts as they are made available. Thank you for aiding in this process. BEST OF LUCK!





PLANET SNES

SPECIAL FEATURE!

The following information is provided courtesy of Shiny's "reasonable explanation" of EWJ2, as written by David Perry, president, Shiny Entertainment. The characters and the levels described are, of course, subject to change.

Here's our first glimpse of EWJ2 (working title) for the SNES. This time around Nick is going insane, slapping those keys like a crazy person! He's creating some of the most stunning SNES visuals we've ever seen (with a little help from his friends of course)! I'm telling you, the man is possessed! Jim 2 SNES looks amazing with 256 beaming colors! The SGI graphics that we saw looked ultra cool mixed with Shiny's brilliant traditional animation. Tony Tallarico is pounding out some truly amazing SNES sounds to go along with the action and so far, it's sounding superb. Now here's the same stuff we printed on the Genesis page just in case you only read this one!

"EWJ pulls no punches, from bombing runs over hostile and alien continents, storming the hostile innards of an energy sucking planet (with Jim disguised as a salamander no less) to "eating dirt!" Added to Jim's already impressive arsenal of weapons and special moves to his ever faithful and resourceful pal, Snott, allowing Jim to leap, climb and swing to new, secret places."

The Look:

"Utilizing the new and improved Shiny technique, Animation II, Jim attains an animated motion picture quality and feel not only in attention to detail, but in fluidity of motion as well. CG modeled and rendered characters and environments will be more pronounced in Jim's new universe."

The Story:

"Hideously mutated and deformed describe the irradiated bovine comet, the princess' fate once again rests in Jim's heroic hands. His mission: Traverse the cosmos for the only cure to free the princess from her heifer-half. All the ingredients that are necessary for the antidote are spread across ten exotic and very hostile worlds. Somewhere in the background is Pscrow, working his evil machinations against Jim."

The Worlds:

Among those under consideration are...

Lorenzo's Soil - Within the earthy soil of Burbank lies an archaeological claim that might be the lost temple of Pscrow, in which lies one of the ingredients to the antidote Jim seeks. Jim must dig, dodge and drill his way to the treasure and past the world's twin rulers Lorenzo larvae and Pedro pupa to reach the safety of the surface soil ... or eat dirt!

Wormburger - "A world of hurt for Jim containing forks, graters and salt for his wounds."

Peter, Pound and Mary - "Jim catches Pscrow in the act of Purling Peter Puppy's prodigy. Carrying Pscrow in an abandoned space-port central tower, Pscrow attempts to get rid of the evidence by throwing the helpless pups out the window ... Jim to the rescue."

The Flyin' King - "Destroy everything below, above and around you."

Vill People - "As fun as it sounds! Out of the thousands of letters we get from gamers, a flying cave salamander level was the most requested feature for Earthworm Jim 2. So not to disappoint, it's there in living level."

Circus of the Scars - All of the worst and embittered circus performers of the universe have built a circus-like stronghold, capturing the unsuspecting aliens and forcing them to watch really bad performances from inhabitants like Splat, the tightrope walker, and 6 Thumbs, the knife thrower.

I.S.O. 9003 - More fun with accountants: Jim owes back taxes to the I.R.S. (Intergalactic Revenue Service).

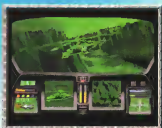
New Moves:

Defense move - Suit holds out vertically to create a "rubber band" defense.

Whip-grab - Suit uses worm like a lariat to grab power-ups or reach swing points. Also can grab and pull heavy objects towards Jim (e.g., a rock over a spike bed to create a stepping stone).

Snott swing - Jim utilizes his ever present and faithful sidekick to help him bridge the gaps.





NIGHT VISION!

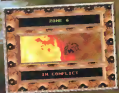
NIGHTTIME WARFARE



One reason for all the high excitement over the new 32 and 64-bit game systems, is due to their 3D capabilities. Besides games armed with Nintendo's FX chip, the SNES hasn't been able to produce convincing real-time 3D. However, with Nintendo's latest FX game, *Comanche*, convincing SNES 3D is here for the taking.

Although still early, I was extremely impressed with this seemingly un-16-bit chopper sim. Developed by Nova Logic, *Comanche* provides the most convincing, three dimensional virtual environment I've ever seen on the 16-bit Nintendo.

I know, I know, you're looking at these screen shots and you're saying to yourself, "who cares, these are the most pixelly graphics I've ever seen". Well, here's a case where the pictures on this 2D page don't do this 3D game any justice at all. After a minute or so of playing the game, I didn't even notice the pixels. Instead, I was blown away by the amazing real-time 3D terrain. Not only is it 3D, but the Voxel graphics make *Comanche* look as if it's made up of texture mapped polygons. Even though the graphics in this game seem much



NINTENDO
16 MEG/FX
3D FLIGHT SIM.
1-2 PLAYER(S)
AVAILABLE JULY

SNES
PREVIEW



ARCTIC BLAST!

DESERT DEMOLITION!



...complex than in, say, StarFox, the frame rate is obviously higher, which makes the objects and landscape scale smoothly. Even in the four-player split-screen mode, the frame rate doesn't suffer much.

Yet another technical achievement of this game is the link-up option. While you do need 2 TV's, 2 SNES's, 2 copies of the game and a link-up cable to connect the two, you and a friend can play against each other—each with your own screen! While I must reiterate that this is an unfinished game, I know a good game when I see one, and Comanche is it. This game goes a long way towards proving what we at GamePro have known all along. And that is, that 16-bit has a lotta' life left in it. Comanche is the proof. —K. Lee



2-PLAYER JOY! SPLIT SCREEN OR SYSTEM LINK!





Nosferatu

SETA • 16MEG
ACTION/ADV.
1 PLAYER
AVAILABLE JUNE



Time 120 Crystal 1 Life 100%



Time 155 Crystal 1 Life 100%



Time 165 Crystal 2 Life 100%



Time 175 Crystal 2 Life 100%



Time 225 Crystal 3 Life 100%

I've waited three years for this game, in fact I can remember the first time I saw it, in Famicon Sushin back in '91. Back then we were shocked (we being the Emulor and myself back in our Old Game Club days). Nosferatu looked incredible compared to what was out at that time, but here we are approaching the end of the 16-bit era and Nosferatu is just coming out.

The game has changed heads several times, going from programmer to programmer, and has under gone several re-designs in the process. So was it worth the wait. I'd have to say definitely yes, especially if you liked Blackthorne, Flashback, Out of This World, and Prince of Persia.

The story is rather basic; Nosferatu (AKA Dracula) has kidnapped your girlfriend, so you must enter his twisted castle and retrieve her before Drac sucks her dry.

Following the best animated intro, I've ever seen on the SNES you find yourself in the dark, dank recesses of Dracula's castle. Unlike other games in the adventure genre you fight right away, and often.

John can attack in many ways and learns new moves throughout the game by collecting crystals. Besides your standard punches and kicks, tying kicks and combo's can also be achieved. This adds a welcome level of diversity to the gameplay.

Besides fighting, you also get jumping, hanging, and puzzle solving in Nosferatu, reminiscent of the blissful SNES Prince of Persia. So, Nosferatu

really blends three types of game play; fighting, puzzle solving, and platform jumping. John controls perfectly, making all three rapturous.

The backgrounds in Nosferatu are super detailed and nicely colored. They do repeat quite a bit, but that is to be expected in a game with such big maps.

Once you exit a level you are greeted by an impressive, almost photo real outdoor area where you'll encounter a few hellish creatures and then fight the level guardian. The bosses require little more than simple patterns, but there are often more than one to contend with. The art on all of the enemy characters is superb.

In the music department, Nosferatu also excels. Although many of the tunes aren't necessarily 'catchy' they are all high quality and fit the mood of the game.

When the blood dries I'd have to say that Nosferatu was definitely worth the wait. While it doesn't overwhelm with such techy joy as SDI or super huge multi-jointed bosses, it does stand out as one of the best games in an addictive category. This is one of those games you'll pull off the rack in three years and go "I remember this" and play through once again. Besides, who can resist anything pertaining to Dracula, one of our most distinguished and legendary myths. -E. Stern



Time 225 Crystal 5 Life 100%



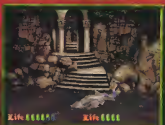
Time 231 Crystal 6 Life 100%



Time 275 Crystal 5 Life 100%



Life 100% Crystal 10



Life 100% Crystal 10



Life 100% Crystal 10



BLOOD SUCKER!



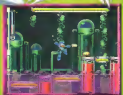
CAPCOM • 16MEG
ACTION/PLATFORM
1 PLAYER
AVAIL. NOW JAPAN

It's no mystery that many high-quality Japanese games never make it to our shores. Thankfully, Capcom has decided to bring their latest SFC hit, Rockman 7, to the US. All I have to say is... great decision!

"Why," you ask? First of all, this is the original Rock/Megaman, not the "updated," spindly guy seen on the SNES up 'til now. There is no mid-air dashing or wall-clinging to be found here - just a game with an actual

sense of history. RM7 has the musical overtones, sound effects, artwork, and fantastic gameplay of the original 8-Bit game. The colors are more vivid, the graphics more detailed, and the tunes crystal-clear. Hardcore purists might notice, however, that you can't stop and shoot while climbing a ladder (a valuable play mechanic that will be sorely missed) and yes, it's not quite as hard as any of the preceding adventures. Other than these two minor faults, RM7 captures that old 8-Bit magic perfectly.

As expected, Rockman is on a mission to stop the evil Dr. Wily from causing big mess devastation and destruction.



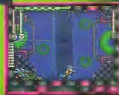


Bosses have always been an integral part of Rockman and the seventh game in the series continues that tradition. Each boss has a different style of attack, and a pattern needed to defeat him. As in every Rockman, you obtain the bosses' weapons when they're destroyed. There are four main bosses and four hidden bosses that appear once you defeat the first group.

Since this is, after all, a 16-bit game, RM's 8-bit graphics have been refined to a "T". While not overly complex or sophisticated, the backdrops do have several layers of parallax and some nice transparencies. All the characters have the big eyes and that "short-and-wide" look that is pure Rockman; this game is the real thing.

In the music and sound effects categories Capcom hit the bulls-eye yet again. What impressed me most about the sound was not its technical spectacularity, DSP effects, or orchestrated music. You see, RM7 has none of these. I hate to sound repetitive, but what RM does have is 16-Bitified 8-Bit sounds, and let me tell you, it's hyper-cool.

With RM7, Capcom successfully recreates the splendor of their legendary 8-bit series. -K. LEE





GREEN ARROW True Identity: Oliver Queen - Special Moves: Flame, Ice, & Jumping Arrows, and Jumping Diagonal Down Arrow



AQUAMAN True Identity: Arthur Curry - Special Moves: Water Blast, Slide Kick, Spinning Uppercut and Jump Leaping Slam



BATMAN True Identity: Bruce Wayne - Special Moves: Smoke Bomb Drop, Glid Kick, Batarang, Spinning Slide Kick



ACCLAIM + 20 HIGH
FIGHTING
1-2 PLAYERS!
AVAILABLE JUNE

Something strange has happened. Because of the huge success fighting games have enjoyed over the past few years, more and more characters that weren't in fighting games before (or previously associated with them) are popping up. Kameo's TRINITY and Capcom's Street Fighter X Tekken 2 were some early examples and Sega's Golden Axe and Double Dragon by Techny are 2 more recent ones.

Now we have Justice League. For characters that are as highly regarded as these D.C. super heroes, the graphics are, surprisingly, only average. The background and character artwork is not exactly bad, but if the artists had chosen to pay a little more attention to the visuals, I feel this League of super heroes would've been given the Justice they deserve.

The playability is solid, albeit unremarkable. In other words, while this game possesses decent game play, there is absolutely nothing in it you haven't seen before. The music is kinda cool in some stages and kinda 'burin' in others. All of this just reinforces my theory that maybe the fighting game genre is not the best one for these old, traditional action heroes, any of which could carry a game solo.

Persuasive, I like playing characters in games that match the genre they inhabit. For fans of both DC super heroes and fighting games, it might be a dream come true, it is a decent traditional fighter, but for me, original beat-on-up characters are the way to go. F.L.I.C.E



WONDER WOMAN True Identity: Princess Diana - Special Moves: Hover, Wrist Guard Reflect, Magic Lasso and Spring Flip



THE FLASH True Identity: Wally West - Special Moves: Tornado Blast, Dashing Upper Cut, Quick Dash and Speed Punches



SUPERMAN True Identity: Clark Kent - Special Moves: Heat Vision, Hover, Freeze Breath, Forward Flying Thrust Punch

Phone Girl (Ding, a jacket)

Garf and it's colors checked

The Talking Mother and it's colors checked

The Cop checked

NINTENDO
GAME
BOY
1 PLAYER
AVAILABLE MAY

EARTH BOUND

One night, a meteor falls upon the sleepy western town of Onett. Two of the little burg's residents are roused from their sleep; a young boy named Ness and his best friend.

Upon examination of the site, the duo find it swarming with policemen who refuse to tell them anything about the meteor. Getting nowhere, the two friends decide to return home. On the way they're startled by a burst of light from the heavens, from which the mysterious Starman Junior appears! After vanquishing this mysterious foe, the friends return home only to embark upon a quest filled with mushrooms, fruity loes, psychokinesis and one darn good story. EarthBound is the US version of the multi-million selling Japanese ultrahit Mother 2, a game that did not sell because of it's graphics, but rather because of it's superlative gameplay and excellent story. I'll be back next month with a review of this unique and refreshing title. - Nick Rox

Talk to Garf, Eggs, Check Status

Onett police are interested for checking health it's possible



Talk to Garf, Eggs, Check Status



Phone Girl checked

Garf and it's colors checked

The Talking Mother and it's colors checked

The Cop checked

Onett police are interested for checking health it's possible



SNES PRESENTS



LOBO

Lobo's honor has been betrayed and he's not happy. The futuristic bounty hunter is suddenly running into familiar faces on the street - the faces of criminals he eliminated long ago! For Lobo's arch enemy, Vrit Dax, killing Lobo is not enough. He must destroy his good name in the process, and he's doing so by bringing Lobo's "kills" back to life. In an effort to restore his good name (as well as financial status) Lobo must combat this evil plot through an y means possible.

Lobo, which will be appearing on the SNES, Genesis, and PlayStation, later this year, features real-time polygonal fighters, dramatic sweeping camera angles, and the feeling of being in an interactive lighting movie. Gravity and inertia come into play as the characters leap from level to level within the scene, assaulting their enemies from above.

Characters can select items from their environment and use them as weapons against their foes. For instance, floor boards can be pried up and swung, knocking the enemy to the ground. For added effect, objects can be damaged in the course of battle. Toxic waste barrels can be picked up and thrown, and become dented as they hit their target. We've been waiting for someone to provide these awesome features! It couldn't have happened to a nicer guy!



Here's a peek at one of Acclaim's big summer titles, Judge Dredd. Based on Sylvester Stallone's latest action flick (also due out in the summer) JD has the potential to be a big 16-bit hit. Although the game is not quite finished at this time, from what we can see JD has "great" written all over it. You play the role of Judge Dredd, a tough, unyielding kumper of the peace who believes in speedy justice. The year is 2139

A.D. After the great Atomic War of 2070, the law inhabits the areas left in America have turned into three massive Mega-Cities covering what was once the states. Law and order is no longer kept by a police force, but by Judges. Judge Dredd finds himself on the wrong side of the law as unseen forces work to bring him down. Next month, Gamelan will give you the full low-down on this new title.



IT'S WHAT TV WAS INVENTED FOR... BUST A MOVE!

"...you will want
to come back
for more
and more..."

- EGM2

"...you
absolutely
cannot stop
playing..."
- VIDEO GAMES

"...an extremely
engrossing
game... don't miss
this one!"

- NINTENDO
POWER

"...by all means
pick this one
up immediately..."

- GAME FAN

Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color bubbles and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

Taito

Taito America Corporation

Get the Game
or the short,
Fat, Green Guy
buys it!

BRAIN DEAD
13



DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED FRITZ, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

WARNING:
Extreme Cartoon Violence!

No cartoon characters were maimed or
mutilated during the making of this game.



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Markham, Ontario, Canada L3R 9V2
Tel: (905) 475-1807 Fax: (905) 475-4992

PC CD-ROM • Sega CD • 3DO • Mac CD-ROM • MPEG

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GAMEFAN 32

Saturn 32X Neo-Geo Jaguar PC-FX 300 PlayStation Ultra-64



PANZER DRAGON
SATURN



SPACE HULK
300



BURNERS
32X



TEKKEN
PLAYSTATION

32X
NBA JAM TE
ZAXXON'S -
MOTHERBASE
SHADDW -
SQUADRON
JAGUAR
SUPER BURNDUT
PLAYSTATION
STARBLADE

SATURN
BUG!
DAYTONA
DEADALUS
VIRTUA RACING
300
D'S DIMER
DEADALUS -
ENCOUNTER
GEX

GF32 EDITORIAL ZONE

AN OPEN LETTER FROM SEGA OF AMERICA

Dear GameFan Readers,

You may have wondered whether or not you were being heard at Sega. Well, you are! A great way for us to stay in touch with people who play video is to read the letters written to the gaming magazines. Those of us on the 32X team here at Sega have read many letters from you regarding the 32X. We would like to take this time to address some of these issues personally through GameFan.

We have read both positive and negative concerns about the 32X. For those readers who are fans of the 32X—Cool! You obviously know where it's at! However, for those who aren't, check this out!

There has been a misconception that the 32X is just an add-on, but in fact the 32X creates a whole new system. A true 32-bit system! The 32X is a one-time investment for increased performance that cannot be achieved on a 16-bit system.

The Genesis 32X has two high speed RISC processors each running at 23Mhz while the SNES has one processor running at approximately 3Mhz. The increased speed at the 32X processors allow for more polygons and faster game play.

Genesis 32X upgrades the Genesis to true 32-bit performance. The 32X contains eight dedicated chips, two SH2 high speed 32-bit RISC processors and additional circuitry providing enhanced sound and video capability. This technology is similar to the technology in high-end work stations which cost significantly more than the Genesis 32X.

This technology allows titles such as Doom and Virtua Fighter to be created; whereas they can't be duplicated on a 16-bit platform, regardless of the number of chips that are crammed in the cartridge.

We offer the 32X as a low cost alternative to great 32-bit gaming.

Nintendo would like you to believe that by adding chips into their

cartridges, they will be saving you money. If Donkey Kong Country, priced at \$69.99 is any indication of the money they're saving you, it's a good thing they're a game company and not your banker. Judging by some of your letters, there are gamers out there who know the gaming industry like the back of their hands. By adding in more chips to every cartridge game, Nintendo raises the cost of every cart.

We heard that Nintendo ate some of the initial cost at DKC in order to sell it into the market at \$69.99. But what about future titles? Does Nintendo expect to subsidize every title? Also, what does this mean for third party developers and for the size of the game library using the SA1 chip? Can third party developers compete? (Supposedly, Nintendo is altering their add-on chip technology to these developers at such a high cost that it's doubtful you'll see anyone else other than Nintendo develop DKC-style titles; which translates to an extremely limited library for you.)

For the one time cost of the 32X, you get a wide variety of choice titles. As with every platform Sega brings out, we will be supporting the 32X with plenty of software. Our second generation titles will be out late this summer and you can expect them to blow you away; titles such as Virtua Fighter, X-Men, Spiderman, Ratchet and Bolt and Kolibri, to name a few. The 32X software library will increase to over 50 titles this fall. 50 choice games which will take gamers to the next level with titles ranging from hot Sega Sports, mesmerizing action/adventure titles, incredible fighting games and many more!

In the meantime, keep those letters coming to GameFan. Dr. leave us a message on the World Wide Web at www.sega.com. We do listen to what you have to say.

SEGA! Team 32X, Sega of America

"There has been a misconception that the 32X is just an add-on, but in fact the 32X creates a whole new system."

TEAM GF 32

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VIRTUA RACING
PG. 84



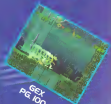
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RAYMAN™



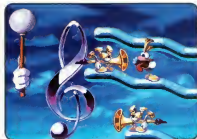
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**50 DIFFERENT CHARACTERS
(FRIENDS AND FOES!)**



65,000 COLORS



**60 LEVELS IN
6 UNIQUE WORLDS**

Discover for yourself the eye-popping graphics and the awesome gameplay of Rayman! More than just a platform game, RAYMAN is a full-scale adventure! Move and fight with an amazing variety of special powers, movements, and weapons. Combine and accumulate your skills as you go, so you can successfully face newer and harder challenges. Move from one level to the next, then back again as you navigate your way through hidden passages, traps and unexpected combats. Face enemies that learn your style and fight back intelligently!

RAYMAN™, available now for your Atari Jaguar





How many 32X owners do not own a copy of NBA JAM? That is the question. You obviously own a Genesis, and NBA Jam was a must buy. Am I right? OK, now I'm here to tell you why you need this version of TE. If you don't have a copy, and you have a 32X, you don't even need to read this... just go buy one.

First of all, it scales! Like the arcade, as you travel from the background to the foreground, the characters scale. I find this a most



BOOM
SHAKA
LAKA

32
GAMER
REVIEW

ACCLAIM • 32 MEG
ARCADE
1-4 PLAYER(S)
AVAILABLE MAY

32X



BABY MODE!
During the "Tonight's Matchup" screen enter: B, A, B, Up, Down, Left, Right. Check out the Mr. Potato Heads!



**S
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T**

important aspect of the gameplay. They also have these trademark big heads we all loved so much in the arcade. I find this an important aspect as well. After all, the goal is to experience arcade power at home.

Of course you also get more color (thousands actually), the highest power in line scrolling, and more samples, including such favorites as "Boom Shaka Laka." Some tancy new samples have been added as well.

The gameplay is of course perfect, as it has been with the entire series. Four player bliss is obtainable and of course four times the fun.

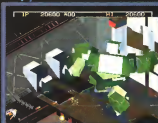
The music in this version sounds the same as the Genesis version during gameplay. The music in the attract screens however, has been upgraded, and is pretty high powered.

As you can see on these pages, there's a very cool baby mode in this version that just totally rocks. All the characters shrink down to pint size little runts with big ol' heads. I'm sure that Iguana has loaded this puppy with all sorts of wacky new codes, so keep your eyes on Hocus Pocus for updates. What more can I say. This as close to the arcade as you can get... for now. Accclaim has Saturn and PlayStation versions coming soon. So no matter which system you own, you'll always be able to enjoy a nice, friendly (not!) game of NBA Jam, still one of the most entertaining two player games of all time. -CHIP

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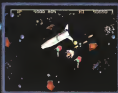


ZAXXON'S MOTHERSPACE 2000

Welcome to the wonderful world of isometric shooting. It looks like the shooter drought may finally be coming to a close... at least for 32X owners. First we got Space Harrier and Star Wars, and now just month's later, Shadow Squadron and Zaxxon 2000-Return to Mother Base are on the menu.

This is good news if you're in to exploding things as much as I am. There's nothing like a good shooter to unwind after whatever stresses you out.

SEGA • 16 MEG
SHOOTER
1 PLAYER
AVAILABLE MAY



32X
REVIEW



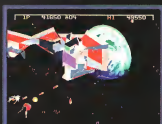
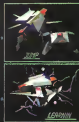
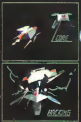
32X

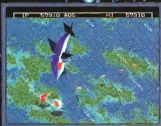
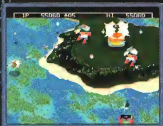


Z2000 is like taking a trip through the ever popular 'isometric' with a mega dose of flat shaded poly's and about a zillion different play mechanics dropped in.

Infinite diversity is created through the ability to 'hack' an oncoming craft, both friend or foe. By jumping on too ships with the appropriate markings you can ride them

playback while sucking out their weapon power, and then discard them like yesterday's garbage. Which ship(s) you hack in any given level could spell the difference between success and space dust. This clever play mechanic makes an impossible game almost do-able. Besides hacking, your ship can also jump! Yes, jump. This is perhaps the coolest





idea in shooting since Defender, the graphics in Z2000 range in splendor, from very good to just OK. The water level especially gave me the willies. The polygon fish look OK, but the water effect can make your eyes ache. For the most part, the graphics are good. I especially appreciate the first and last level bosses.



The music in Z2000 is also a mixed bag, ranging from good to great, the samples however, redefine laryngitis.



I think what makes this game so playable and fairly desirable are the play mechanics coupled with the heinous dif-



ficulty. Once you get a level wired, it's a lot of fun to return and hack different crafts. Also, the fact that it's a 3/4 view perspective (the most underrated genre in gaming) draws me to this title.

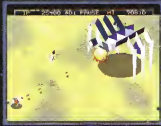
Most importantly, Z2000 once again proves that the 32X is more than just an upgrade, as it packs in huge poly's and multiple

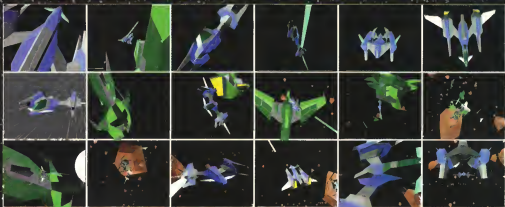


sprites that would have the Genesis flickering like a strobe light.

For a first generation shooter Z2000 packs an ample supply of power.

Takahara





SHADOW SQUADRON 32X

Polygons, polygons, polygons... these smooth geometric shapes have consumed much of today's popular games. From StarFox to the current power of Virtua Fighter 2, Daytona, Tekken, and Sega Rally, they seem to be popping up everywhere.

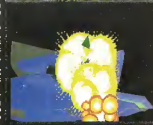
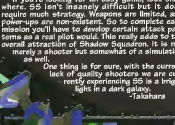
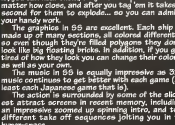
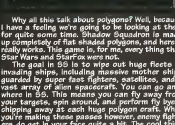
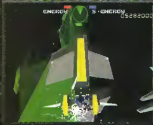
I'm still not convinced that poly's are the answer in the fighting genre, but when it comes to shooting, polygons seem right at home. The smoothness at which polygons move at 30 frames per second is a glorious thing to behold.

This has never been more apparent than in Game Arts phenomenal 'Silphard', the game which (to me) still reigns supreme as king of 16-bit shooting, along with Thunder Force 4.



SEGA • 16 MED SHOOTER
1-2 PLAYERS!
AVAILABLE MAY





Why all this talk about polygons? Well, because I have a feeling we're going to be looking at them for quite some time. Shadow Squadron is made up completely of flat shaded polygons, and here it really works. This game is, for me, every thing that Star Wars and StarFox were not.

The goal in SS is to wipe out huge fleets of invading ships, including massive mother ships guarded by super fast fighters, satellites, and a vast array of alien spacecraft. You can go anywhere in SS. This means you can fly away from your targets, spin around, and perform fly bys, chipping away at each huge polygon craft. While you're making these passes however, enemy fighters do get in your face quite a bit. The cool thing is; you can hear them, they move super smooth no matter how close, and after you tag 'em it takes a second for them to explode... so you can admire your handy work.

The graphics in SS are excellent. Each ship is made up of many sections, all colored differently, so even though they're filled polygons they don't look like big floating bricks. In addition, if you get tired of how they look you can change their colors, as well as your own.

The music in SS is equally impressive as 32X music continues to get better with each game (at least each Japanese game that is).

The action is surrounded by some of the slickest attract screens in recent memory, including an impressive zoomed up spinning intro, and two different take off sequences jolting you in to hyper-space.

If you're looking for an easy game, look elsewhere. SS isn't insanely difficult but it does require much strategy. Weapons are limited, and power-ups are non-existent. So to complete each mission you'll have to develop certain attack patterns as a real pilot would. This really adds to the overall attraction of Shadow Squadron. It is not merely a shooter but somewhat of a simulation as well.

One thing is for sure, with the current lack of quality shooters we are currently experiencing SS is a bright light in a dark galaxy.

-Takahara



This is my kinda' deja-vu! One of my all time favorite races is back for another spin; Core's BC Racers. After a very limited release on the Sega CD, it's nice to see BC appear on a new platform with a substantial user base.

I'm thrilled that Core is developing on the 32X. As many of you know, they are the among the finest programmers and designers in all of Europe. Core games always reflect uniqueness and quality. This comes from people who know how to get the most out of whatever platform they're working on, and how to make a game fun, not just aesthetically pleasing.





BC Racers features trademark Core art, pitch it sideways Kart control, thousands of colors, huge scaling sprites, and music (on the 32X no less) that sounds almost arranged. Perfectly clear horns and trumpet's toot comically throughout every race. The 32X version features two-player split screen action, and although the frame rate suffers a little, it's still a total gas to play with a friend.

As soon as we receive a done version, I'll review BC 32X, but I can already tell you, this game rocks! -E. Storm



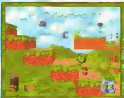
2-PLAYER SPLIT SCREEN POWER!





SEGA
VR ADVENTURE • 1 PLAYER
AVAILABLE SEPTEMBER

BUG!
SEGA SATURN
SPECIAL FEATURE



Ever meet a bug that didn't bug you? Or one you didn't wanna' squish? Well, meet **BUG!** the lovable little arachnid starring in his first Sega Saturn adventure.

In today's episode we find **BUG!** battling the disgusting Queen Cadavra, the hard hearted web widow. She's netted all of **BUG!**'s buddies for a big lunchorama, but **BUG!** is on to her evil scheme and now he's up to his antennae trying to save the day.

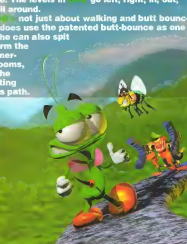
Here's a little sampling (well, actually quite a large sampling) of what SOA has in store for the US launch of the Saturn. If **BUG!** is any indication of where we're headed, we're in for one heckuva ride!

BUG! is unlike any action or platform game you've ever played, in fact **BUG!** is so highly original, you can't really compare it to anything. The whole game takes place in huge, I'm talkin' massive, three dimensional worlds. I don't mean three dimensional as we know it now—walking down a corridor





or flat landscape. The levels in **BUGS** go left, right, in, out, up, down, and all around. Moreover, **BUGS** is not just about walking and butt bouncing. While **BUGS** does use the patented butt-bounce as one form of attack, he can also spit bug juice, perform the ZAP attack, somersault off mushrooms, and fly across the screen annihilating everything in his path.





Of course there's plenty of precision jumping in **BUGZ**, as well, and not just directed left to right. Try jumping in and out of the screen for a change! You don't just jump across platforms, you also ride them, and these are some wild rides indeed. The visuals in this game are stunning.

Oftentimes, **BUGZ** will come across multiple flying platforms, all arriving at different destinations.

Some lead to blue crystals, some lead to switches, and some lead to places **BUGZ** don't wanna' be. **BUGZ** is full of ingenious puzzles and hilarious situations. There's enough game here to last for weeks, and the replay value is infinite.

The enemies in **BUGZ** are as high quality as **BUGZ** himself. Every enemy is a masterfully built and rendered CG graphic... and there's lots of 'em! Each enemy insect features its own hideous form of attack, ranging from the smelly dung rolling dung beetle, to the smelly fart of the stink bugs... ain't life grand.





BUG ISLAND

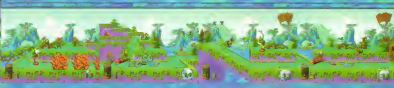
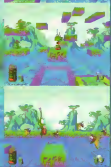
Bug Island is made up of six areas. The first, Insectia, is a grassy, dirty place full of hyper Grasshoppers and perilous spiked pits. Reptilia is a dry desert area full of sneaky scorpions, horny toads, and hungry chameleons. It's really hot and dry so find **BUG** some bug juice quick! Sploit is a lot like it sounds; all humid and spongy. This place is crawl'n' with UZI-9mm packin' snails and hop-pin' with frogs blessed with super long tongues... yuk. Quaria, (where our preview ends) is an underwater area full of killer clams, moray eels you don't wanna' feel, and the kinds of scallops you wouldn't want to eat.

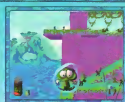
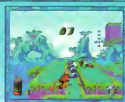




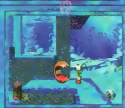
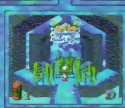
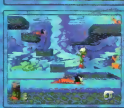
From there it's on to the Bur-r-b's, a chilly place full of snow beetles and ear-muffed tundra sheep, and then... it only gets better.

This game is the stuff that legends are made of, and proof that there's more to 32-bit than just pretty pictures. I'll be back with a complete review as the Sega Saturn draws closer to American shores. E. Storm





YIKES!,
A HUMAN! I
USUALLY ONLY
SEE THE
BOTTOM OF
YOUR SHOES...
YUH CREEP!





NEW SEGA SATURN X-TRIX GP AND ENDURANCE MODES!... RACE UP TO 30 LAPS!





The most anticipated first generation Saturn title, and the game that the system will ultimately be judged by in the early going, has finally arrived.

Daytona USA, the arcade sensation, which to me is the best racing game ever made, has made the transition from Sega's Model 2 hardware to the Sega Saturn with flying colors.

We had our doubts in the early going as the shots poured in revealing horrid re-draw problems (pop-up) and pixelly graphics.

However, Yu Suzuki and the Daytona Team at AM2 have been able to button up the game with surprising results. The game itself is 100% intact, that being the overall look and feel of the arcade game.

As for the graphics, although there is still a lot of "pop-up", it's much less than we anticipated and only a little irritating during gameplay. Besides this minor annoyance which will be corrected in future games, the graphics in Daytona are stunning. There's no doubt about it, Sega's got a powerful piece of hardware here.



777 SPEEDWAY





Remember, we're still making it first generation console, meaning this is the developers first time out with the new development system. With that fact in mind, Daytona is an incredible achievement.

What shocks me is that Sega has done a complete 360 since developing the Genesis and put a major emphasis on sound, something they inherently never do. Saturn sound is going to be impossible to beat. The music in Daytona is superb!

The Saturn version of Daytona has some powerful new features in tow, offering the arcade player plenty of extra bang for the buck.



When you place first on track number one in normal mode, you are rewarded with an all new car. This green Daytona car is suited perfectly for the second track. Win on track 2 and you'll get a black car. This well balanced black beauty is perfect for the tough third track.

I can't tell you how cool it is playing these tracks over and over, resetting whenever you want, without having to put in a dollar. You really learn to appreciate the depth of gameplay Daytona has.



DINOSAUR CANYON





Also new is the 'Saturn' mode. In Saturn mode the clock is eliminated, and replaced with checkpoints so you can hang around on each track and play as long as you like. Lastly, there's a new 'Endurance' Mode' allowing you to participate in a grueling race up to 80 laps!

As the next generation swims approaches these shores, the Saturn continues to dazzle us with each new game. Whether it's 2D like *Clashwork Knight*, *Art of Fighting*, or 3D like *Procyon Dragon*, *Daytona*, and *Deadlands*, the Saturn continues to deliver amazing



first generation software. Of course the same can be said about the PlayStation... minus the 2D. The PS has yet to prove itself in this important genre. The plot thickens...

P.S. Buyer beware on the steering peripheral. It does not respond with shimmies and shakes, and besides that, I found the game many times better using the Saturn six-button. Save your cash for another game!

-E. Storm



SEASIDE STREET GALAXY





PANZER DRAGOOON

SEGA SATURN

SOJ • 3D SHOOTING
AVAILABLE NOW

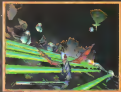


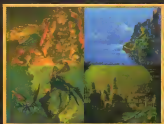
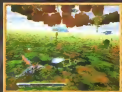
I probably should have reviewed Panzer Dragoon last month, but I figured, well, the Saturn doesn't come out here until September, so why tell the whole story? However, since then I've read so many bone-head articles on Panzer, comparing it to such tragedies as Space Harrier, I feel compelled to save you from the clutches of the amateurs. Panzer Dragoon is as compelling as a shooter could ever be. From the dramatic opening to the huge final boss, the game is not only extraordinary, but a graphical, and musical masterpiece.



Space Harrier was a flying dork on a bunch of checkers and lines, shooting stiff elephants and what not. Sure, it was cool at the time, but by today's standards, the game pales. The only thing the two have in common is forward movement, (in the Z plane). Panzer is a fully animated dragon and warrior with four viewpoints; forward, left, right, and rearview-hardly a reasonable comparison.

To say the least, if you're a 3D shooting fan, Panzer is no less than a fantastic new experience. I pray SOA leaves this game alone, but I doubt that will happen. If they rape it, I'll be back with another review when the time comes. -E. Storm







LADOPAN



DR-25L



Over the last few months I've had the pleasure of playing a lion's share of 3D corridor shooters: *Crucible* (PlayStation), *Klickn the Blood* (PlayStation), *Space Griffin V7-9* (PlayStation), *Kings Field* (PlayStation), *Doom* (32X and Jag), and *AVP* (Jag). To be honest, I've considered myself finished with this genre for awhile, as I could not imagine how any shooter game could outdo anything how... boy, was I wrong.



IF YOU SUCCEED, THE WORLD IS DOOMED.



ULM-45



POWER REACTOR

EGG-072



12TH FLOOR



6FH-42

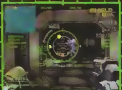


VT-884

ACCESS COMPUTERS TO VIEW MAPS AND TURN ON LIGHTS



DEADALUS IS A MASSIVE STRUCTURE GUARDED BY A DIVERSITY OF DROIDS AND SWEEPERS



Not only is Deadalus better graphically than any of those, but the strategy involved grabs you two minutes you start to play, and never lets go. The texture mapping is supreme, with realistic depth to the walls, the music (which is all PCM) is so good it's scary, and the control and interactivity are both perfect.

Deadalus is a straight-forward assault similar to DOOM. On each floor you must locate computers to access maps, turn on lights etc., and a way to open up the next floor, while eliminating enemies and conserving weapon power for later levels. Power-ups are scarce, so proper execution of the assault suit is a must for survival. If you take too long in a level "sweepers" are called out. You can kill sweepers, but they leave weapon disintegrators in their path, which take away valuable weapon upgrades.

So you'll just memorize each level, right?... wrong. Deadalus is different every time you play (hence no save feature). The maps constantly change. You've simply got to cunning and aware of your surroundings to achieve your best, or, please, if you do succeed, it could mean the end of all mankind but you don't know that... This game harnesses high power, make it one of your first Saturn purchases this September. - E. Shirm



AP-001



BR-P77





Virtua V.R. Racing

Since the earliest announcements of the Saturn years ago, Virtua Racing has been one of the most anticipated titles for the 32-bit Sega home system, and for good reason. When the arcade game was released, it was widely considered the pinnacle of coin-op power. With Sega's plans of a home console, based on arcade technology, many thought the two would be a match made in heaven. Now that the 32-bit Sega has made the transition from myth to reality, Time Warner Interactive has obtained the Virtua Racing license from the big "S", and is releasing an exclusive Sega Saturn version.

Although Saturn V.R. has an arcade mode like the Genesis, 32X, and (of course) the coin-op game, there are several features that make this game unique. Not only can you race the original F1 car and the IMSA style sports prototype car found in the 32X game, but you can also drive a 60's style Lotus F1 racer, a spanking new Porsche 911 Carrera 4 and a little 30 hp go-kart buzzer. In the GP mode, you can fight it out against 15 other teams in a 10 round battle for the world championship title. Also included is a split screen two player mode and a "saved game" option. While our preview version had no sound or music, TWI has assured us that the arcade sound FX and tunes will be included in the finished version.

Even though the game is in an early state at this time, the silky smooth 3D polygons and sublimely playable cars point to this game being a potential smash hit. With all the new extra features to its credit, this Saturn version of V.R. is not just an arcade driving sim anymore, but a well rounded racing game with plenty of depth (both visually and conceptually). A review copy of V.R. should arrive in time for our June issue. If for one can't wait-K.LEE

TWI
RACING
1-2 PLAYER(S)
LAUNCH TITLE

32X
PREVIEW





WE'RE NOT IN THE ARCADE ANYMORE TOTO! COUNT 'EM, 12 TO CHOOSE FROM!!!



SO MANY CARS AND SO LITTLE TIME!



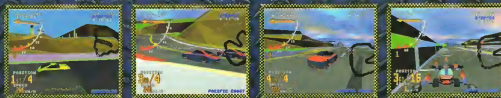
FOUR POINTS OF VIEW!



TIME BOMUH!

I SHOULD GAS IT!

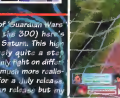
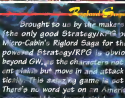
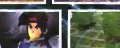
GET GOAL!



ES Storm's SATURN Reviews

Shinobi

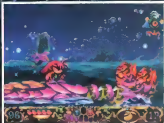
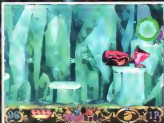
FINALLY! Here's the first batch of Shinobi shots since January! Even though much of the game is comprised of digitized characters, it looks like Sega's staying true to its original formula. I'm sure the beauty will be huge modeled beauties, and the animation is said to be ultra-fluid. Shin-Shinobi can ship this June in Japan.



Real Bout Street Fighter

Brought to us by the makers of 'Guardian Wars' (the only good Strategy/RPG on the 320) here's Micro-Cabin's Rigid Saga for the Saturn. This high-powered Strategy/RPG is obviously quite a step beyond GW, as the characters not only fight on different levels but move in and attack much more realistically. This amazing game is set for a July release. There's no word yet on an American release but my guess would be... launch title!





It figures, we'll be receiving Astar two days after we close this issue. Just six more days and I could have done a power lay-out on this amazing new Saturn platformer! The latest shots reveal amazing zooming effects, and fantastic cinema's. Also, Astar's third companion can be controlled by a second player! When I last spoke with Sega they were still reviewing Astar for a possible Q3 release. We'll have a yes or no, after E3. We'll have a BIG Astar review next month!



Based on a popular girls anime, Magic Knight Rayearth is a Super of Magic style Action/adventure. With a curious debut on America's shelves this Fall, look for MKR to show up before this year, almost for sure, and look for a game. SOA would release. Will they finally let us see our imports? Since yes, yes, Affinity, the Sega's official anime game is...



Nextly, make of the beautiful max-imus Ranger-X and Crusader of Centy, are just about ready with their first Saturn game. Grand Crusader is a 3-D racing/shooting power-up, chock' full o' polygons. Notice this non-problematic, mature, fine Nextel found a way to land that famous Saturn pop-up? We'll find out May 2nd.



The first next generation multi-system platformer, Rayman, is certainly looking mar-volous for the Sega Saturn. It sure will be interesting to put all four (PlayStation, Saturn, Jaguar, and 32X) side by side and judge which is best. I can tell you one thing from experience, this is a great game! The Saturn version is due out simultaneously with the American Saturn's Sept. 2nd launch.





Only one time in video game history has it truly happened. And, then as now, the company that did it was Namco. It first occurred in the early eighties, when Namco produced perfect versions of Pac-Man, Galaxian and all of their various sequels for the Famicom. Now, in the nineties, they have once again pulled off the impossible: Brought a top-of-the-line, benchmark arcade game into the home with no changes - only additions - in less than three months after it's insanely enthusiastic arcade release.



Tekken ("Iron Fist") is still in the Japanese Top 3 arcade list, and with good reason... It's awesome. Not only can it actually compete with the visuals of Virtua Fighter 2, and in some areas surpass them, but Tekken's gameplay is better. In VF you have to study endless reams of strategy and ludicrously complicated combos to become an adequate - let alone competitive - player. In Tekken, you can jump right in and feel more "at home" - you hold back to block, there are fireball-midion moves, extremely easy-to-execute throws and even some connections. It's true that Tekken's characters have the huge repertoire of moves that seem to come with any 3-D fighting simulator, but they're still nowhere near VF's ridiculous 30 or so moves per character. There are also many an original feature in Tekken's fighting system. The four buttons are laid out in a "Left Punch, Right Punch, Left Kick, Right Kick" formation, you can attack enemies when they're down and an extensive juggling system is employed - I've hit an enemy up to four times in the air. Another very cool aspect of this game are the moves themselves. Though nowhere near the zip of SFI-style fighters in terms of gaudiness or wow-factor, they are still much flashier than the mundane, if unrealistic punches and kicks of VF2. Moves that look authentic yet couldn't be pulled off by any true martial artist are what you'll see in this game.



You have your choice of seventeen characters in Tekken: Eight base fighters with an additional nine added on if you complete the game with each original character





and make it through the game without losing at least once. Some of the additional nine characters, unfortunately, are very similar to the basic eight - Leo Cheo-Ling is essentially a quicker Marshall Law, Anna Williams is a souped-up Nina Williams and Wang Jie-Fei is a more powerful Michelle Chang. The simple fact that seventeen characters are available, be they similar or not, however, is very cool.

The single most astounding trait of this CD are the graphics. Moving two motion-captured characters composed of thousands of polygons at 60 frames per second (a speed eclipsing man's perception of reality) with multiple layers of parallax and a setting sun that gradually makes the stage darker and lengthens your characters' shadows is impressive, to say the least. When I first saw Tekken I felt as if I had just witnessed the first real 3-D fighting game. It's almost as if Virtua Fighter and Tekshinden were but a preview of the joy that was to come. The visual impact of the game is really that impressive - It can't be described with mere words. It's mind-paralyzing. Not only is the 3-D great, but extremely high resolution and gorgeous, lush colors make it seem all the more realistic.

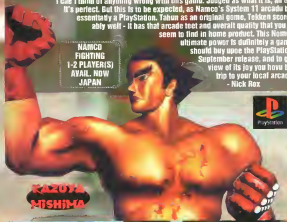
The music is another of Tekken's fantastic traits. Whether you choose the original, generated-by-the-PlayStation PCM tunes or the super-spectacular CD audio, you're in for joy. Namco has some exceptionally awesome musicians in their employ - this and Ridge Racer have some of the best videogaming BGM I've heard in a while. While on the subject of aural bliss, I must mention the sound effects... they are very, very cool. Throws and grabs are punctuated by the sharp snap of cracking bones and the speech is clear and well-acted.

I can't think of anything wrong with this game. Judged as what it is, an arcade port, it's perfect. But this is to be expected, as Namco's System 11 arcade board is essentially a PlayStation. Taken as an original game, Tekken scores unbetterably well - it has that arcade feel and overall quality that you just don't seem to find in home product. This Namco CD is

ultimate power is definitely a game you should buy once the PlayStation's September release, and to get a preview of its joy you have but to take a trip to your local arcade.

- Nick Rox

NAMCO
FIGHTING
1-2 PLAYER(S)
AVAIL. NOW
JAPAN



KAZUYA
MISHIMA





Michelle's TO-Hit Combo ▲



MICHELLE
CHANG



THE TRUE LAST BOSS... DEVIL KAZUYA



TOSHIMITSU



The true last boss, Devil Kazuya, appears when you play as Heihachi Mishima. Can you discover the secret to controlling him?

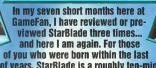
PLAY AS THE BOSSES!



You can play as any of the mid-bosses in Tekken by simply beating the game on any difficulty level with the character that corresponds to that boss. For instance, if you wanted to play as Lee Chao-Lin, you'd complete the game with Kazuya Mishima. To play as Kuma, you'd need to beat the game as Paul Phoenix. To fight as the last boss, Heihachi Mishima, you have to finish the game without losing a round. As for the method to choose the true last boss of the game... well, let's just say that if I told you I'd have to kill you.



STARBLADE



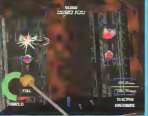
**NAMCO • CO
SHOOTER
1 PLAYER
AVAIL. NOW JPN.**



In my seven short months here at GameFan, I have reviewed or previewed StarBlade three times... and here I am again. For those of you who were born within the last couple of years, StarBlade is a roughly ten-minute long FMV shooter with a couple of polygonal enemies thrown on the screen which you have to shoot. To spice things up a bit, Namco has included a texture-mapped version of the original flat-shaded arcade title, with other new effects added like cool transparent explosions and plumes of flame. The only people I can think of that StarBlade Alpha will appeal to are hardcore fans of the arcade game. Be warned, though, even this high-powered version isn't perfect. The arcade machine's playing area was bigger than the screen, and moving the cursor to the edges of it caused the image to shift slightly, creating the illusion that you had more control over the game than you actually did. Don't get me wrong, I am a fan of StarBlade... as an arcade game that was worth the buck I played to play it. I simply can't see paying \$60 for what is basically a ten-minute ride, especially when you could spend it on another Namco title of joy like Tekken or Ridge Racer.



- Nick Rox



Rock Box's PLAYSTATION PREVIEW

On the right is **Red and Metal**, Sony Imagesoft's high-octane hot-rod combat driving game. The object of **RM** is to destroy all of the other vehicles in varying car and arena, like this eight-lane square city. TM is due in September.

Below is Konami's new PS RPG, **Battle Sphindon**. This RPG of course features 100 party members and mind-blowing special effects. **Battle Sphindon** has no release date.



Above is **Warhawk**, Sony Imagesoft's 3-D action/flight sim. **WW** is due at launch. Here's Sony Imagesoft's **ESPN Extreme**, a 3-D skating/tegring/hallmark game. **ESPN Extreme** is scheduled for September.



Below are the first shots of Bandai's **Dragonball Z: Budokai Tenkai** for the PS. The backgrounds in this game are in full 3-D while the characters are animated. There is no release date for **BGT** yet.



ZERO DIVIDE

Here are the first shots of **Zero Divide**, a 3-D, texture-mapped, Gouraud-shaded joy-bike from Zupin. The characters in **Zero Divide** aren't robots, but rather computer programs and viruses within a massive computer network. The fighters include the "hero," **Zero**, the cat-like program in a 3-headed scorpion virus called **Tao**, and the military defense program **Wild3**. Other characters that haven't been programmed in yet are **Draco**, a dragon, **Eos**, a huge blow fighter, **Cygnus**, a program wielding a beam saber, and **Nereid**, a mummy-armed virus. **Zero Divide** has no release date yet, but I'll keep you updated!



D's Diner

3DO • WARP • CG/ADVENTURE • 1 PLAYER • AVAIL. TBA

I'm not fond of the 3DO. Here's a machine that's been out for a year and a half, yet has less joy to show for itself in a power-to-power ratio than the Saturn or PlayStation, systems that have been out for a matter of months. One game, however, has changed my opinion of the 3DO... Warp's D's Diner. I might consider buying a system for this CD. It's that cool.

The year is 1997. Richter Harris is a fine, upstanding member of pediatric society, and the director of the Los Angeles Memorial Hospital. One night he was driven to insanity and shot several of the hospital's patients. The LAPD were unable to enter the institution, due to Richter's claim that he still held several hostages at gunpoint. Richter's daughter, Laura, hears the news and rushes to Los Angeles from her home in San Francisco. Convinced the police that she is the only one who can calm her father down, she enters the hospital alone.

D's Diner is a 100% rendered CG game presented in a full-motion video format similar to *Mansion of Hidden Souls* on Sega-CD. The similarities end here, however, as D's is a much longer, harder, and more involving game. In D's your movement is restricted and the only commands available are Look/Use and Use Item, except for a sequence near the end of the game in which you fight a Dragon's Lair-type battle against a lithe, mythical knight. The control is not the fault of D's Diner that draws you in, however, but rather the game's ominous feeling of impending doom and beautiful, if dark, graphics, superb high-quality music and the story that gradually unfolds, leading up to a shocking ending. If there has ever been a game that could actually frighten you, this is it.

D's is an excellent game and one of my favorite 32-bit titles yet. It's currently unknown whether an American company will pick D's up for American release, but even if they don't the import version is available and it contains little Japanese text. If you're a 3DO owner searching for that new power-game, get D's Diner. And for those of you without a 3DO, this is the best reason to buy one yet. - Nick Rox



Nick Ratt's guide to D4 Door

Walk north through the hall, taking note of the bowl of "water" on the dining table. Enter the doorway to the west and walk up the stairs. Now open the door on your immediate left.

After experiencing joy here, proceed through the north door and head for the set of drawers. Open the first one and retrieve the sheet of "blank" paper. Face right and search the fireplace; here you'll find a key. Now return to the grand hall.

Place the sheet of paper in the bowl of water. An inscription appears, reading "IV-II." Return to the drawers upstairs and open them in the IV, II order. You'll find some sort of valve-turning device.

Walk down the stairs, turn left and enter the leg room. If you try to proceed, spikes will thrust from the wall and halt your progress. Attach the valve-turner to the leg and turn it. The spikes will retract.

Behind the spikes is a locked door marked "78." Remember this number. Return to the grand hall and use your key on the right door. You'll enter a room with a corpse who's arm is lodged in the wall. Continue left to the room with the wooden box.

Set the numbers on the box to "78." It will pop open, revealing the corpse's hand. Retrieve the ring on it and return to Door 78. Use the ring and step through the door... then look out!



After entraining the boulder, check out the mosaic on the far wall, and try to memorize the animal pattern that appears on it. Approach the cabinet to the left.



Spin the wheel until it matches the pattern shown on the mosaic. This will unlock the door, which leads to the bust room. Continue straight through this room to the small corpse antechamber.



Search the corpses to find the Gold Key. Return to the "smiling child" mosaic room and use your new-found gold key to unlock the desk, revealing a book.



Return to the bust room and insert the book into the missing space in the bookcase. This will reveal a hidden stairway. Climb the stairs and you'll enter (and be looked into) the crank room.



Each time you turn the crank, the door behind you will change. Among the choices you have are a room with a chest impaled on spikes, a stained-glass window or the one you want, the garden.



Once outside, walk north and examine the fountain and both the Sagittarius and Aquarius puzzles. Neither can be solved yet. Walk back to the garden exit but stop at the door you'll see on your left.



The door is locked, and there's an odd indentation in it. For now, return to the crank room and spin it again. You'll enter the knight room. At the far end of the room is a deep pit, and just as you're standing over it, one of the knights comes to life! Will our heroine be pushed to her certain death? Buy Warp's

D's Diner to find out!



EXCLUSIVE PREVIEW

The DAEDALUS ENCOUNTER



The Daedalus Encounter has a lot to prove. For a 300 game the hype has been at an all time high, and rightly so. The game stars Tia Carrera, the biggest mainstream actress to ever grace an electronic game, and many a young males dream come true... me included. Is it an FMV title that will make die-hard gamers run to their

nearest retailer to buy a copy? Or, an immensely entertaining sci-fi CD with a storyline so infectious that it may cause you to suddenly adore Interactive Multimedia?

The answer is all of the above. The Daedalus Encounter marks the first truly entertaining interactive movie game.

Why you ask?... Star power!

This is not your average, point-and-click full-motion fest. The video is gorgeous and very smooth, but the best part of the game is the story line... and of course Tia.

I recently had the opportunity to play an early version of Daedalus Encounter for the 300, and my only complaint was that Panasonic only sent us one of three CD's... talk about a cliff hanger!

The story is as follows: You are gunner first class Casey O'Bannon, serving aboard the TIAS interceptor Talon. The pilot is Lt. Ariel Mathison (Tia Carrera) a tough and experienced officer who plays it by the book. The copilot/engineer is warrant officer Zack Smith, who has a well deserved reputation as a loose cannon. During a routine patrol near Phlox Prime, a group of Vakkar fighters roars out of hyperspace and launches a deadly attack. The outcome leaves you, well... basically a brain in a box which has been placed in a life support system. An & Zack have "liberated" you from the MedLab and connected you into the systems aboard the surplus transport Artemis. You can see and hear your friends through audio/visual feeds on the ship, but your body is now a strange mix of pumps, gray matter and electronics. You will encounter unknown creatures, locks and traps, bizarre devices and sudden death. Some challenges will require exploration, logic and experimentation. Others will rely on reaction time and the ability to think on your feet. Unfortunately, you no longer have felt. So it will be your mental power, agility and attention to detail that will determine the ultimate outcome. Sounds like fun!

We'll review The Daedalus Encounter next month.
-Whizzer



PANASONIC SOFT
INTERACTIVE ADVENTURE
1 PLAYER
AVAILABLE JUNE





SPACE HULK

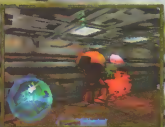
EA GAMES
PREVIEW

ELECTRONIC ARTS
3D ADVENTURE
1 PLAYER
AVAILABLE JUNE



Welcome to 3D first person power! EA's new Space Hulk combines heavy strategy elements and/or straight forward shooting for the first time. Choose to command other Space Marines, strategically placing them in Combat position, or set out on your own and just blast away in this highly original 3-D adventure!

A huge out of control derelict space ship is racing towards the imperial planet Delvar III. The Blood Angel Chapter of Imperial Space Marines (you) have been given the honor





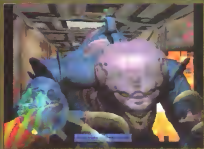
of boarding this gargantuan ship to somehow divert it from it's course of mass destruction.

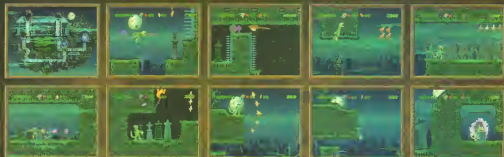
You'll fight some of the nastiest beasts you've ever seen on your way to the engine room where you will ultimately shut this thing down!

Is it just me or do these goombas look like 'Mattel Street Sharks'?

Of course Street Sharks don't explode, spewing out brains and end-trails and what not, but they do bare a striking resemblance.

As you traverse the texture mapped halls splattered with blood and piles of carnage, you're in constant contact with your commander. He warns you of approaching killers and reacts to situations around you, much like 'Aliens' when Ripley attempted to guide Sgt. Apone out of LVN-420. This guy sounds like a haggard, weathered sea captain, further lending a 'Marine' feel to the action. Sound like fun? Believe me, it is! Space Hulk ships in June, so expect a complete review next month. -E. Storm





The Cemetery is the first place you and GEX visit. This is a good place to master GEX's many moves and dial in the controls.

Find secret warp and bonus areas by exploring every square inch of terrain. Running and jumping off gullies, exploring walls, and switching movie cameras will aid you in your quest.

Things to watch out for while fiddling around in the graveyards are moving platforms (don't get on a roll and jump too quick), melting platforms, and the killer green ooze. The epic n' puke Cemetery boss is an easy kill, however, the final Cemetery level is not. This mazy area holds two remotes that you must acquire.

My advice is to keep the freeze shot as long as you possibly can (to freeze the pecky living torches) and... don't rush!

CEMETERY



**CRYSTAL DYNAMICS
ACTION/ADVENTURE
1 PLAYER
AVAILABLE NOW**



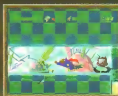
300 owning platform fans everywhere have waited patiently for Crystal Dynamics' GEX.

Could the masters of the 3D put yet another rabbit out of their hat?.. Okay, in the shape of a humanoid... creature with two ears of broccoli and an... .. with it as well!

GEX is not just a pretty if young platformer with a few dodged platforms and... ..

Power plasma's, death traps, and... .. voice, macho personality, and... .. scaling bad boy from the... .. side of TV land, are all... .. and your 3doo. Be sure that no who you will agree, GEX has equal power to burn!

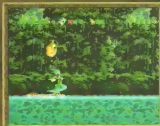
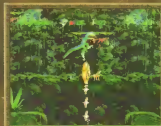
I've listed some helpful bits on the following pages. Enjoy! E. Bloom



In New Toonland, things get quite a bit tougher. While traversing vertical inclines, look out for falling anvils (toons have no respect), power punching hooks, and pudgy little purple freaks that love to shower you with gifts... of pain.

The toughest section here is a toss-up between the rockets and the doors. When rocket surfing, look for the arrow pointing down (mid-level) and jump off. Beneath you'll find one-up heaven. As for the doors, well, all I can say is follow the arrows and switch every camera you come across.

The Toonland boss is a gasey, Kid-Fanish dude with fast power to spare. Jump over him as he makes four ground pounces and then head for the ceiling and barrage him with the hanging anvils.



Welcome to the jungle, we got fun n' games, you can play anyway you like but you better watch out for ape! That concludes today's Guns n' Koses reference.

The jungle is actually one of the more enjoyable levels in GEX. Much of it is comprised of joyful rafting and platforming, against one of the most picturesque backgrounds in recent memory. But of course... there's a catch. The indoor Indiana Jones-iah area is quite the formidable challenge. This level moves along on its own, as you bounce off bongo's, cling to walls, tail whip natives, and plunge

JUNGLE ISLE

and climb to safety. It ain't easy, but it's loads of fun! Miss the speed loon and your Gecko soup, so watch for the centipede power-up bug.

The Jungle Isle boss is a relentless beast indeed! The goal is to jump and climb your way to the top, and release a barrage of boulders ending him to his doom.

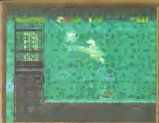
You must master holding run, and jumping simultaneously here. Watch the holes for his glowing red eyes, they'll light up just before each attack, and remember... take your time, there is no time limit.



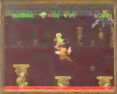
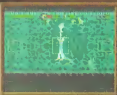
Welcome to Kung-Fuville, a place where swimming in toxic waters, dancing on fire-crackers, and looting off of eunuchs' bellies can be fun!

O.K. Grasshoppers... first, if the water is green, don't swim in it! Second, if an eunuch is sparking, don't touch him, and last: if you wanna' cross a string of fire crackers, confuse us say... run!

GEX swims by prooing 'Y', however, he takes a mighty stroke, so be careful around spikes and use baby taps. Also, after you explode fireworks, investigate below there, you just may find something remotely interesting.



KUNG FUVILLE



As you can see in the pictures above, Kung-Foland is loaded with peril. If the snapping piranha's and electric eels don't getcha', the toxic water or the fire pits will. But when it comes to dry land, GEX is master! Land filled eunuchs make great spring boards!



Hey wait a second, isn't that Gomora? The path to victory here is a tricky one. Cling to the wall and tail-swipe twice (don't bounce like I am in the middle picture). On the third pass, he'll land. If you're in front of him he'll shoot shells at you, so jump left and bounce on him twice. He'll wig out and fly along the ground a couple times—jump these and then repeat. Sound easy... it's not!



So you've made it to Rez, now get ready to take a pounding! These two levels are HAKU. Like any good platformer, power-ups are placed periodically, so that if you're doing good, even if you're on your last bit of health, a power-up or save point will be close by... if you're doing good.

There's a very 'mechanical' way to reach each checkpoint. It's repeating each pattern perfectly that poses the problem.

If you've taken GEX through every piece of every map in the game up to this point, and haven't had to restart, you should have at least 20 lives left to get through Rez. If you don't, go back to the rocket level in Toonland and stock up. While your visiting Rez, check out all the parallel. The 3DO doesn't have these capabilities built in to the hardware, so this is mighty impressive!



REZ'S LAIR



You've made it to Rez's lair, and now you must face the ultimate challenge. Oh listen up, Rez sends a fly to a nest on the right. It's your job to dodge his attacks, wait till he builds you a bridge of TVs, jump across them, break the hive and eat the fly. This emerges one shot. Wait at the bottom of the screen and time his approach. Hit him once and then jam to the top avoiding his spray.

On the left side, hold the fly in GEX's mouth, that way you can take one hit without taking damage. Do your damage on the right until you win his pattern. Five hits, and he's cancelled. See you back at the bar/lounge!

UPDATE: 3DO's 64-bit M2

It's 1990 all over again! It seems that every few months a new system is announced and the latest of these is the M2, 3DO's 64-Bit upgrade. The 3DO Co. claims that the M2 has ten times more power than the PlayStation and Saturn. This may prove true if their advance specs are correct - 700,000 polygons per second with texture mapping, Gouraud shading, hardware z-buffering and tri-linear (3-0) mip-mapping applied. What this means is no pixels or blockiness, even in extreme closeups. Also incredibly impressive are the M2's sound capabilities... they're appar-

ently even better than the Saturn's, with 32 channels available, a 66 MHz DSP and "pre-processed or on-the-fly three-dimensional sound spatialization." Other keen features of the 64-bit 3DO are one block of main RAM, rather than splintered up sound portions, video portions and game portions, like other next-generation systems. The M2 will be available as both a 3DO add on peripheral (for current

users) and as a stand alone system, later this year. No price was available at press time. We'll have much more on the M2 upgrade in our E3 report next month.

**"...TEN TIMES MORE
POWER THAN THE
PLAYSTATION AND
SATURN."**

-THE 3DO CO.

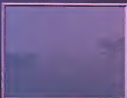


The top half of the slide represents an image of a cow one would expect to see on a 32-bit system. The cow on the bottom half of the slide is running on 3DO's 64-bit M2 technology. Unlike the 32-bit cow, 3DO's 64-bit M2 technology, the M2 cow and which is pixelated and blocky, the M2 cow and which remains clear and smooth even close up. Unlike other systems, M2 features unique filtering and mip mapping capabilities that smooth the appearance and texture of an object ("Bossie the Cow," in this case) as the camera moves closer or farther away from the object. In other words, regardless of your angle or distance from the object, the image remains realistic and clear.

This close up of a dinosaur's eye demonstrates M2 technology's texture mapping capabilities enhanced with filtering. The dinosaur is rendered in polygons. Even close up, the eye and the dinosaur's skin maintain their clarity and are extremely clear and smooth, without pixelation.



These six slides of Bossie the Cow, Sheena, and the Dinosaur, demonstrate M2's logging effect. Here you see exponentially calculated logging - that is, the opacity varies based on the distance of an object from the camera. Much like you'd find in nature, the object comes in to view as you move closer to it.



SPECS

Highlights

- Custom Processors
- Bus Bandwidth
- Graphics Performance
- 10 Custom Processors
- 520 Mbytes/Sec
- 100 Million pixels/sec rendering speed
- 1 Million polygons per second
- 700K polygons per second with all features

CPU

- Type
- Speed
- Instruction/Data caches
- Floating Point Math Capability
- Power PC 602
- 66 MHz RISC
- 64Kbits total (32K/32K)
- 132 MFLOPS (Million Floating Point Operations per second)

Memory

- Main Memory (SDRAM, ROM)
- Bus
- Cache coherent memory system
- 48 Mbits
- 64-bit

Graphics

- Resolution
- Full Motion Video
- 640x480 and 320x240 x 24 or 16 bit color depth
- MPEG engine supports JPEG decompression

Custom Graphics Capabilities

- Texture Mapping
- Texture Compression
- Filtering
- Mip Mapping
- Gouraud Shading
- 3D Perspective Correction
- Hardware Z Buffer
- Alpha Channel
- Special Effects
- Destination based rendering
- Hardware decompression
- Linear, bi-linear, tri-linear, point sampled
- Multiple levels of detail
- RGB and alpha channel

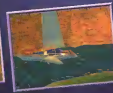
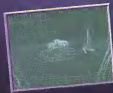
Audio

- DSP Speed
- MPEG Audio Decompression
- 32 Channels
- 66 MHz
- Hardware decompression and interpolation on all channels
- Supports all 300 titles (backward compatible)
- Internal non-volatile memory
- Storage Cards
- 300 Card Slots for peripherals including modems and other sophisticated expansion options
- Control Port devices including Control Pads, keyboards and joysticks
- Supports existing peripherals (backward compatible)

Title Compatibility Game Saving Options

Expansion Options

Control Port



JAGUAR DOMAIN



Super BURNOUT

ATARI • 16 MB
RACING • 1-2 PLAYER(S)
AVAILABLE JUNE

JAGUAR



How many of you wouldn't mind a 90's version of Super Hang-On? I thought so. That was a great game... so is this.

Atari's Super Burnout is an important turning point in the Jaguar's genesis. Why? Well, because this game looks like it's running on a powerful console.

Technically, Super Burnout is mighty impressive. Hordes of big sprites scale smoothly while moving at a break-neck pace. Aesthetically, Super Burnout looks really good. It has smooth animation, solid artwork, and brilliant color. Ergonomically, Super Burnout controls extremely well. The bike is very responsive and reacts well to cornering and braking. Most importantly, SB is fun, especially if you like games like Hang-On and Suzuki B-rrr's.



Super Burnout is just pure racing joy. Especially impressive are the hills, which induce that roller coast or like feeling, and the two player split screen mode, which is every bit as smooth and fast as the one player game. Overall I can't find any flaws. Super Burnout delivers exactly what it's meant to.

That about wraps this one up. Bottom line, if you're looking for some good old fashioned racing, Jag style, Super Burnout should be your next purchase.





Atari's *Fight For Life* is nearly completed and should be ready for a GF review next month. Early opinions around the office are mixed so we'll give it a complete run through next issue and bring you all the gaily details. As you can see, *Fight For Life* is Atari's entry into the growing polygon fighter market, which is currently brimming over with such joy as *Tekken*, *Virtua Fighter*, *16x2*, and *Toh-Shin-Den*. The game features a mixture of musical overtones and a voice track that could send the family dog in to permanent retirement. See you next time. -Mr. Goo



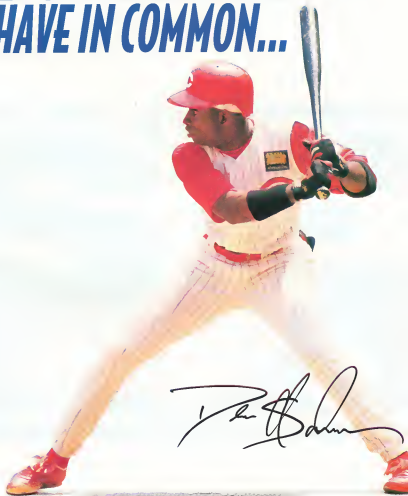
JAGUAR PREVIEWS



Ultra-Vortex is also just about finished. I know, I know, we said it was coming out a long time ago. The designers of UV have been hard at work on some killer combos so things took a bit longer. I'm sure that the thousands of Jag owners out there who've been aching for a brutal digitized fighter (it sure wasn't *Kasumi*) will be very happy with *Ultra-Vortex*. As you can see, the backgrounds (many of which are animated) are super detailed and bursting with color, and the characters echo that familiar digitized regimen that gamers just can't seem to get enough of. We'll have a review in July. -Mr. Goo



**WHAT DO DEION SANDERS AND
WORLD SERIES BASEBALL '95
HAVE IN COMMON...**



THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



The Red's' Orion Sanders steps up to face the Braves' Greg Maddux!



Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!



- All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!
- Draft & trade players.
- League, All-Star, Playoffs & World Series action!
- Multi-player leagues—several friends can all be in a league together.
- Large battery saves complete individual, team and league leaders statistics.
- All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!
- "THE BEST JUST GOT BETTER... ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION... WORLD SERIES BASEBALL '95 HAS IT ALL."

—Dave Winding, Score For Magazine!



Roberto Alomar faces Jack McDowell in all-star batting mode.



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GameFan Sports

GF Sports Scoreboard

Each game can score a total of 100 points. The "Power Inn" represents the sum of the total score. Each "Power Inn" equals 20 points.



RBI
Baseball
32X '95

TIME WARNER+24ME
BASEBALL
1-2 PLAYER(S)
AVAILABLE MAY

Baseball games haven't really been improving greatly over the last few years. World Series is definitely the best with the most in-depth game play and simulation. However, no baseball game has adequately surpassed what I consider the next great frontier: game play that takes full advantage of the six-button controller.

With that said, R.B.I. 32X is exactly what you'd expect. It's a great version of R.B.I. with 32X-powered graphics, voice, all the real players, and all the real stadiums...but the game play just hasn't evolved much over the previous versions.

On one hand, you've got some pretty solid controls and moves. For example, you can throw spitballs at the mound, or if you're facing that .340 slugger you can do a pitch-out. In the outfield you can dive and jump for out-of-reach balls.

However, in real baseball, pitchers use twice as many

different pitching styles as in R.B.I. Where are the change-ups, sliders, screwballs, etc.? Base-runners have this dandy trick called "sliding" but there are no slides in R.B.I.

These gripes aside, R.B.I. is an all-around good time. The audio/visual presentation is quite good, including a superb batter's perspective and digitized graphics throughout. TWI really took an effort to give R.B.I. a 32X look, not just recycled Genesis graphics. You even get those cute scoreboard animations after a big play, and the pitcher even shakes his head or nods to accept signals from the catcher.

I wish R.B.I. had more complete game play and a four-player option, but I also wish the players hadn't gone on strike. The good news is the strike is finally over, and R.B.I. is good enough to get you back in the spirit of the game.

—Gal Cavalier





TOUGHMAN Contest

EA Sports
70

32X

ELECTRONIC ARTS
32 MEG • BOXING
1-2 PLAYER(S)
AVAILABLE MAY



EA Sports claims Toughman 32X is very accurate to the actual Toughman boxing contests which take place in gyms, woodsheds, and meat lockers around the world. Since I have never heard of the Toughman contest (and neither has anyone else), I could care less about how realistic this game is. What I do care about is how fun the game play is, and whether or not it's better than Super Punch-Out. Unfortunately for EA Sports, Toughman is tough to like.

The game is essentially an anything-goes 3D luscious fiesta with game play and graphics that pale in comparison to Super Punch-Out. The biggest problem is the perspective. Your boxer is a solid chalk outline (as opposed to the cool, transparent, fully-fleshed-out sprite in SPOT). Because your boxer is at one level with the opponent, your only's outline tends to obscure the enemy and it's very hard at times to see the animation correctly.

The game play is decent. You have several standard punches which can be varied depending on directional presses and whether you tap or hold the button. There's a whole slew of "Special Punches," which are activated by Street Fighter/Mortal Kombat-like commands. For example, to do a Super Uppercut, you tap B, Down, Down-Right, and Up. You can even do special combination attacks which cut off the animation from one punch into the next, almost like a two-in-one.

Despite the variety of moves, the control just doesn't feel right. The game feels sluggish, and pulling the Special Punches isn't as smooth and responsive as it could be. Also, the game really should have taken advantage of the six-button controller...there's just too much cramped into three buttons.

TC allows you to fight through several regional tournaments before the big world championship, so replay value and game length are the strong point. However, whether you have the patience to get through even one circuit is the big question. Yes there's a two-player mode, but it's really damn chaotic considering you are on opposite sides of the screen. (Maybe if there was an X-Band feature where you both played from the same viewpoint.)

Toughman Contest has pretty sharp graphics, including ultra high-color backgrounds. However, the backgrounds need more animation and energy. Again, the animation is too much and compressed to be likable. TC's sounds and music aren't particularly remarkable, either.

EA Sports people have told me Toughman Contest is not comparable to Super Punch-Out because TC is a totally different game. It's different on sight, but different isn't necessarily better, or even as good. TC has the words "three hour rental" written all over it. —Cal Caveller



GameFan



SPORTS

WAYNE GRETZKY IN NHLPA ALL STARS



IT'S THE ONLY ONE LEFT
WITH ALL THE TALENT



TWI • 16 MEG
HOCKEY
1-2 PLAYER(S)
AVAILABLE JUNE

Here's an easy question for you: Which NES hockey game was so superb that you'd still have fun playing it, even today? Konami's *Blades of Steel* of course. Don't you agree it's high time somebody designed a hockey game with Kon's stunning attributes? Not only has TWI done just that, but they've done it with the great Gretzky's name on it! NHLPA license and all, this is a fun hockey game.

Wayne Gretzky and the NHLPA All Stars is a side scrolling affair overflowing with wicked game play. If you like it rough, look no further. Choose from 'aggressive', 'defensive', or 'toughest' play, and call the dirtiest! On either offense or defense, realistic slashing, tripping, and high sticking is performed easily, complete with full motion video accompaniment. You can also 'intimidate' and make it even rougher.

The graphics are colorful, nicely drawn and animated, and the control is not only easy to get a grip on, but quite precise. A new switchable feature: 'real skate', offers two ways to control your players. 'Real skate' duplicates realistic player movement and eradicates that 'fisty' feeling associated with so many hockey games. Gretzky is also packed with clear voice samples, and a nicely produced soundtrack. Besides the fact that the team colors and logo's are not official NHL, a feature which means nothing when it comes to gameplay. It's hard to find fault with this game. It's original, timely, and a gas to play. Give it a whirl and help Janet get that new house in Vol. -Chip

OF Sports
85
POINTS



WHAT WOULD A HOCKEY GAME BE WITHOUT A GOOD FIGHT?, OR TWO OR THREE?



HEY! IT GOT TOO POWER ON THE RINGS!



HERE'S ME FIGHTING... DON'T YOU LOVE INSTANT REPLAY?



GUNSTAR HEROES

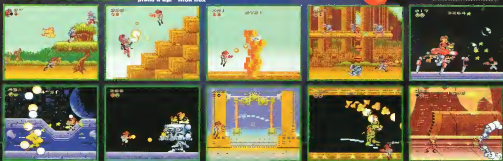
SEGA • 4 MEG
ACTION
1 PLAYER
AVAIL. NOW JPN.



I never thought I'd see this... An 8-Bit Game Gear game replicating it's 16-Bit original almost to a tee. "Oh boy," you may reply, "I've played many Genesis games had enough to be Game Gear titles." Ah, but this cart o' power isn't just any Genesis game, it's Gunstar Heroes!

I wouldn't hesitate to call this the best Game Gear game of all time. We're talking multiple levels of parallel, complex line-scrolling, run transparencies, massive multi-jointed enemies, and even these trademark Treasure explosions. The only things this 4-Meg wonder is missing are two levels, Black's fortress and the game's shooting stage. This loss is made up for by the inclusion of two levels not found in the Genesis cart, however: A joltpack stage and a stage in which you control a huge, screen-sized mech.

I don't want to give too much away about Gunstar, considering that we'll review it next month... suffice to say that you truly have never seen a more powerful Game Gear title than this. Let's hope SGA picks it up. -Nick Rex



Primal Rage, one of the biggest arcade hits of 1994 is making an appearance on Sega's Game Gear. Once I popped the cartridge in, I was amazed by the character graphics and animation. While no one in their right mind could expect the visuals in this Game Gear Primal Rage to stack up to the 32-bit coin-op power, the results are nonetheless impressive. Believe it or not, the animation in this game is at least 50% as smooth as its arcade cousin. In fact, I would say PR has the most fluid movement of any Game Gear title I've ever seen...period. Had it not been for the outstanding character animation, the playability would've received top billing. While not being the biggest fan of the arcade game, even I must admit that Primal on the Game Gear is very easy to play and I found the special moves simple to execute. Unexpectedly, I also found a solid and fun to play fighting game that should have no trouble putting smiles on the faces of GG owners longing for a quality beat-em-up. -KLEE

PRIMAL RAGE





FINISH HIM

GO, GO, GADGET HELICOPTER



CYRAX

Hold Block, (Tap U,U,U,D). HP. (Distance: a few steps outside sweep range.)



SUB-ZERO

ICE-BREAKER



Tap D,F,D,F,LP. (Distance: very close)

SHOW MERCY



It must be the THIRD ROUND to do a Mercy. When "Finish Him" appears, move to full-screen distance and tap D,D,D,D,RUN. (Note: you MUST do a Mercy before performing an Animality.)

CLAMP OF DEATH



SEKTOR



Tap B,B,B,HK. (Distance: just outside sweep range.)

STAGE FATALITIES



Every character uses the same motion to do the PIT 3, SHAD KAHN'S TOWER, and SUBWAY Fatality. Get very close and tap F,F,F,RUN.

TIP: When doing Fatalities, you may want to hold down BLCK to keep yourself from moving about. Just remember to release BLOCK before you hit the final button in the Fatality.

ANIMALITY: POLAR BEAR HUMP



Tap U,U. (Distance: very close.) (Note: must be done after a MERCY.)

BLOW 'EM AWAY



Tap D,F,B,HK. (Distance: just outside sweep range.)

NIGHT WOLF



ANIMALITY: HUNGRY LIKE THE WOLF



Tap D,D. (Distance: very close. (Note: must be done after MERCY.)

SPOTLIGHT OF DEATH



Tap D,F,F,HK. (Distance: very close)

LIGHTNING AXE



Tap O,B,B,B,HP. (Distance: a few steps outside sweep range.)

SHEEVA



MIGRAINE HEADACHE



Tap F,F,F,LP. (Distance: very close)

SKIN 'EM



Hold HK, (Tap F,F,F), release HK. (Distance: very close.)

STRYKER



BOMBS AWAY



Tap O,F,D,F,BLOCK. (Distance: very close.)

TASER ELECTROCUTION



Tap F,F,F,LK. (Distance: full screen away.)

SONYA



FLAMING LIPS



Tap D,D,D,F,LK. (Distance: anywhere.)

LIU KANG



SUPER INVISO TOASTY



Tap F,F,F,B,F,LK. (Distance: very close.)



REVISED MOVE LIST VERSION 1.0

MK 3 has hit the arcades, and of course, almost all of the moves from the ACME test version didn't work. Big surprise, huh? No worries, we've compiled the latest list of moves and combos for VERSION 1.0. Double-check your machine—if it's version 1.0 (the mid-April release version), all of the following moves are confirmed.

MOVES KEY

F=Forward, B=Back, D=Down, U=Up, QCF=Quarter-Circle from Down to Forward, QCB=Quarter-Circle from Down to Back, HCF=Half-Circle from Back to Forward, HCB=Half-Circle from Forward to Back, HP=High Punch, LP=Low Punch, HK=High Kick, LK=Low Kick.



CYRAX

Short Bomb: Hold LK, [B,B,HK]
Long Bomb: Hold LK, [F,F,HK]
Net Over Here: B,B,LK
Exploding Teleport: F,D,BLOCK
Air Throw: F,D,F,BLOCK, then LP when close in air. (Can only be done while enemy is jumping.)
Ground Combo#1: HP,HP,LK,HP
Ground Combo#2: HP,HP,HK



JAX

1 Fireball: B,F,HP
2 Fireballs: F,F,B,B,HP
Running Slam: F,F,HK
Ground Smash: Hold LK 3 Sec., Release
Backbreaker: BLOCK when close in air
Gotcha Punch: F,F,LP, tap LP
Quad Throw: F+LP to throw, tap HP
Ground Combo#1: HP,HP,LP
Ground Combo#2: HP,HP,BLOCK,LP
B+HP + AIR



SHANG TSUNG

1 Skull: B,B,HP
2 Skulls: B,B,F,HP
3 Skulls: B,B,F,F,HP
Ground Fireballs: F,B,B,LK
Ground Combo: LK,HP,HP,LP,B+HP
Morphs: Sub Zero: F,D,F,HP
Cyrax: BLOCK,BLOCK,BLOCK
Liu Kang: Full Circle Toward
Sindel: B,D,B,LK
Jax: F,F,D,LP
Stryker: F,F,F,HK
Sektor: D,F,B,RUN
Nightwolf: U,U,U
Sheeva: F,D,F,LK
Sonya: D,D,D,Run+BK+LP



KUNG LAO

Hal Throw: B,F,LP
Teleport: O,U, then attack
Dive Kick: B+HK in air
Aura Shield: F,D,F,tap RUN
Ground Combo#1: HP,LP,HP,LP,LK,LK
B+HK
Ground Combo#2: HP,LP,HP,LK
LK,B+HK



STRYKER

High Grenade: QCB, HP
Low Grenade: QCB, LP
Baton Run: F,F,HK
Baton Trip: F,B,LP
Ground Combo: LK,HP,HP,LP
B+HP + AIR



KANO

Cannonball: Hold LK 3 Sec., Release
Knife Throw: QCB,HP
Knife Uppercut: QCF,HP
Choke Hold: QCF,LP
Air Throw: BLOCK when close in air
Ground Combo#1: LK, HP, HP, LP, HK
Ground Combo#2: HP,HP,HK,LK,B+HK
Ground Combo#3: HK,HK,LK,B+HK



LIU KANG

Bike Kick: Hold LK 3 Sec., Release
Flying Kick: F,F,HK
High Fireball: F,F,HP (ground or air)
Low Fireball: F,F,LP
Ground Combo#1: HP,LK,LK,HK,B+HK
Ground Combo#2: HP,HP,BLOCK
LK,LK,HK,LK





VERSUS SCREEN CODES



Note: To adjust these codes, use Player 1's High Punch, Block, and High Kick buttons, and Player 2's same buttons, to adjust the six boxes in the appropriate order.

Disable Blocking: Dragon,Yin Yang,Dragon,Dragon,Yin Yang,Dragon
 Disable Throws: MK,Dragon,Dragon,MK,Dragon,Dragon
 Random Select: UP+Start on the character select screen.



SUB-ZERO



SINDEL



KABAL



NIGHTWOLF



SEKTOR



SONYA



SHEEVA

Freeze: QCF,LP

Ground Fireball:

Tazmanian Spin:

Arrow: QCB,LP

Straight Missile:

Ring Fireball:

Fireball: HCF,HP

Ice Show: QCF,HP

F,F,LP

B,F,LK

Hatchet Uppercut:

F,F,LP

QCF,LP

Stomp: O,U

Ice Clone: QCB,LP

Air Fireball:

Fireball: B,B,HP

Shadow Ram:

Heat-Seeking

Diagonal Bike Kick:

Earthquake:

Slide: B,

HCF,LK.

(ground or air)

F,F,LK

Missile: HCB,HP

Leg Throw:

B,D,B,HK

LP+LK+BLOCK

Flight: B,B,F,HK.

Blade Slice:

Shield: B,B,B,HK

Teleport Punch:

D+LP+BLDCK

Ground Combo#1:

Ground Combo:

Wave Scream:

B,B,B,RUN

(reflects fireballs)

F,F,LK

Square Wave

HP,HP,LP,HK,

HP,HP,LP,LK

F,F,F,HP.

Ground Combo#1:

LK, LK, HP, HP,

Ground Combo#1:

Flight: F,B,HP

HP,LK,B+HK

,HK,B+HK

Ground Combo:

D+HP + AIR

Uppercut + AIR

Ground Combo#2:

Ground Combo#1:

Ground Combo#2:

HK,HP,HP,LP,HK

HP,HP,D+LP,D+HP

HK,HK,HP,HP,LP,HK

HP,HP,HK

LP,HK,HP,LP,B+HK

F+HP + AIR





SNK • 256 MEG
FIGHTING • 1-2 PLAYERS!
AVAILABLE NOW



Will the fighters never cease? Will the Neo ever not an action game, a shooter or an RPG? The answer to these questions is yes. In fact, all three games will appear on the Neo shortly: Shinseki Samurai Spirits: Bushido Retsu Den, the Samurai Shodown RPG, Pulstar, the shooter to entice shooters from Elcamblino, and "Neo Action Game," from Hudson are all due out soon. But, for now, we are confronted with yet another fighter. At least it's a good one.

Fatal Fury 3 presents less innovation that its predecessors. The new Sway-Line System isn't much of an improvement over the double-line system sported in previous FFs, nor is it times even annoying. By pressing A and B you make a quick jump to the line in front, and by pressing C and D you switch to the plane in back. No longer can you stay on a line indefinitely - you have but a few seconds to move or attack from the other plane before the computer pushes you back to the middle field. It seems that all the lines are useful for now is dodging fireballs or escaping from corners. One cool thing about the lines, however, is the fact that if you deliver the killing blow from the rear plane, the enemy scales towards the screen ala Killer Instinct. Likewise, if you defeat your opponent with an attack from the foremost plane he'll fly into the background, often smashing painfully into scenery. The other new feature in FF3 is the ability to "take" special moves. For instance, Terry takes his Power Wave by copying out "Power..." and beginning the motion of the



attack from the other plane before the computer pushes you back to the middle field. It seems that all the lines are useful for now is dodging fireballs or escaping from corners. One cool thing about the lines, however, is the fact that if you deliver the killing blow from the rear plane, the enemy scales towards the screen ala Killer Instinct. Likewise, if you defeat your opponent with an attack from the foremost plane he'll fly into the background, often smashing painfully into scenery. The other new feature in FF3 is the ability to "take" special moves. For instance, Terry takes his Power Wave by copying out "Power..." and beginning the motion of the





attack. Other than these additions, gameplay remains the same, besides the addition of at least one new move for each character, like Terry's Power Dunk, Geese's Jin El Ken and Mai's Kageroe no Mai.

The new characters seem to be pretty boring. (this may be because I'm used to the old ones) but let's examine them closer: Blue Mary is an exceptionally lame character, despite being quite the babe: All her special attacks consist of throws, except for two Cammy rip-off moves which are too slow to be used effectively. Her voice is also extremely annoying. Ron-Fé is also ineffective. He's very slow and his attacks are mostly useless and un-connectable, save one. Franco Bash is a Zangief-ish character, extremely slow and powerful, so I didn't use him much

but he seems good enough. Mochizuki Sakaku is an extremely technical character, most of his moves are countering attacks. He could be called the Dalsim of the game. Lastly is Bob Wilson, a charging-intensive character who can be compared only to Gouken. He's an excellent and easy-to-learn fighter.

Where FF3 really shows it's stuff is in the graphics. The animation is very well-drawn and is a vast improvement over FF2 and Special, even approaching the lofty heights of X-Men or Darkstalkers. The backgrounds are also very well done, with ample parallax and several variations on each stage such as sunset, rain, or night depending on the round.

Fatal Fury 3 is a good, if not great fighter, and if reviewed alone, without all the clutter of the other fighters on the system it would receive top scores. For me, how-

ever, it's just too much of the same old thing. No longer is the Neo an unbelievable piece of hardware, so I feel that for the system to survive it needs original software in the aforementioned genres. Luckily, that's just what it's getting.

- Nick Rux



STREET FIGHTER

THE MOVIE

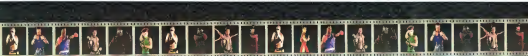
It's practically a religion. There are hordes of Street Fighter fanatics all over the world. Most of them are probably looking at Street Fighter: The Movie and thinking sacrilege! This just isn't right. Especially if you saw the movie... ouch, big pain! Well I'm here to tell you it's not all that bad, in fact, it's pretty damn good.

Thing is, I have a feeling SF:The Movie may appeal more to MK fans than SF2 fans. Basically this is an entirely new game, not meant as a SF sequel, but a digitized fighter based on the movie. It's simply a good (if not great) digitized fighter, with recognizable characters.

The game is surprisingly user friendly. Five to ten hit combos' just seem to come out naturally, even to those who have never thrown one before. All the trademark SF2 Turbo moves are in, and although the supers are a bit less dramatic, many of the moves look super cool when performed by a real person. Cammy's Thrust Kick, and Chun Li's spinning bird kick for instance, never looked so good.

Speaking of realism, the graphics in this game are absolutely gorgeous. Everything looks real, more so than any digit-fighter I've ever seen. One background features a foreground audience that looks so real, you'll swear a bunch of miniature humans crawled in to the cabinet, there are literally no visible jagged edges. Two new characters have been added to the roster and Akuma is playable all the time. However, Blanka, and Dalsim are missing. It's no wonder, they were so lame in the movie, I'm sure they would have left out of place. The new characters; Cpt. Sawada and Blade will take some getting used to. Especially Blade, who looks like something out of Power Rangers. Honda seems to be less cheap in this game. His 100 hand whack doesn't seem to reach as far, although, when you connect it, it produces a wicked combo. I was pretty happy with all of the characters, except for Zangief. He's just not the same. His spinning pile driver simply cannot be achieved with the human form, and he doesn't seem to have the ability to sack you in as he so wickedly does in Turbo. My other complaint is the pronunciation of Ryu's and Ken's battle cries. Ryu's resounding hyper-english HA-DU-KEN and O-RU-KEN (that's what he says) just doesn't gel. But like I said, this isn't a Street Fighter sequel, so who cares? The most prominent new feature in SF:The Movie is the tag team option. This allows you to pick any two characters for the same fight. When one is KO'd the other jumps out and continues to fight with the unconscious bod laying in the background. We've only just received the board and have a strong feeling that there is much to discover in SF:The Movie. I for one think this game has a lot to offer and can't wait to get to it. We'll be back next month with an in depth review. -Takahara





BALROG



GUILE



KEN





M. BISON CAMMY CHUN LI GUILLE KEN RYU SAGAT VEGA



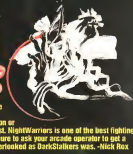


Ononova Baine

Drop Kickfire - Punch + Kick
 Nail Kickfire - Punch + Kick
 Sword Elemental: Frost Sword -
 →→→ Punch (Guard Reversal)
 Sword Elemental: Blizzard Sword -
 →→→→ Punch
 Sword Elemental: Lightning Sword -
 →→→ Punch
 Sword Grapple - →→→→ Punch
 when close
 EX Attack: Breath of Death -
 →→→→ Kick
 EX Attack: Change Immortal -
 Strong, Jab, →, Short, Forward
Hsien-Ko
 Anle Hou - →→→ Punch
 Sempou Bu - →→→→ Punch
 Henkyou Ki - →→→→ Punch (Guard
 Reversal)
 Houten Gate - →→→→→ Punch
 when close
 EX Attack: Jirei Tou - →→→→→
 Two Kicks
 EX Attack: Tenrai Ha - Short,
 Roundhouse, Strong, Strong, ↑
Hulkal
 Plasma Beam - →→→ Punch
 Night Launcher - →→→ Kick
 Genocide Vulcan - →→→→ Punch
 Reflect Wall - →→→→ Punch (Guard
 Reversal)
 Circuit Scrapper - →→→→→ Punch
 when close
 EX Attack: Confusioner - →→→→
 Two Kicks
 EX Attack: Final Guardian -
 →→→→→ Two Kicks
Pyron
 Soul Smasher - →→→→ Punch
 Mid-Air Soul Smasher - →→→→ Punch
 in the air
 Zedac Fire - →→→→ Punch
 Orbiter Blaze - →→→→ Kick in the air



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 game, not a chintzy live-action or
 lame rendered plastic deathfest. Night Warriors is one of the best fighting
 games in recent memory so be sure to ask your arcade operator to get a
 copy, and please don't let it be overlooked as Darkstalkers was. -Nick Rox

Galaxy Trip - →→→ Kick or Punch
 Planet-Burning - →→→→→ Punch
 when close
 EX Attack: Cosmo Disruption -
 →→→→→ Two Punches
Demitri Maximov
 Chaos Flame - →→→→ Punch
 Bat Spin - →→→→ Kick
 Demon Cradle - →→→→→ Punch
 Dashing Demon Cradle - →→→→→
 Punch
 Negativus Thorn - 360 + Punch
 when close
 EX Attack: Midnight Pleasure -
 →→→→→ Two Punches
 EX Attack: Demon Blast - →→→→
 Two Kicks
Jan Talsam
 Climb Lazer - ↑↑ Kick
 Forward Beast Cannon - →→→
 Punch
 Up-Forward Beast Cannon - →→→
 Punch (Guard Reversal)
 Down-Forward Beast Cannon -
 →→→→ Punch in air
 Million Flicker - →→→→ Punch
 Wild Circular - →→→→→ Kick when
 close
 EX Attack: Dragon Cannon -
 →→→→→ Two Punches
 EX Attack: Mirage Body - →→→→→
 + Two Kicks
Lord Raptor
 Skulling - →↑ Kick
 Hell's Gate - →→→→→ Kick
 Death Hurricane - →→→→→ Kick (Guard
 Reversal)
 Skull Vanish - →→→→→ Punch
 when close
 EX Attack: Evil Scream - →→→→→ Two
 Punches
 EX Attack: Death Voltage -
 →→→→→ + Two Kicks
 EX Attack: Hell's Dunk - →→→→→
 Two Punches
Monagan Admiread
 Soul Fist - →→→→ Punch
 Mid-Air Soul Fist - →→→→→ Punch in air
 Shadow Blade - →→→→→ Punch
 (Guard Reversal)
 Shot Kick - → + Forward in the air

Vector Drain - →→→→→ Punch
 when close
 EX Attack: Dummystat Blastin' - Jab,
 Jab, → Short, France
 EX Attack: Asura Veigan - Jab, Jab,
 →, Strong, France
Victor Von Goldenheim
 Giga Hammer - → hold → Punch
 Giga Buster - → hold → Kick
 Giga Crush - →→→→→ Punch
 Giga Burn - →→→→→ Kick (Guard
 Reversal)
 Mega Spike - 360 + Punch when
 close
 EX Attack: Thunder Break - → hold ↑
 →→→→→ Two Punches
 EX Attack: Great Goldenheim -
 →→→→→ Two Kicks, Punch
Anielaris
 Sarcophagus Dance - Punch + Kick
 Pharaoh's Judgment - →→→→→ Punch
 in the air Cobra Blow - →→→→→ Punch
 Mummy Drop - →→→→→ Punch
 The Void (Catches projectiles) -
 →→→→→ Kick
 Retribution (Returns caught projec-
 tiles) - →→→→→ Kick
 EX Attack: Pharaoh's Magic -
 Forward, Jab, →, Forward,
 Roundhouse
 EX Attack: Chasm of Hell -
 →→→→→ + Two Kicks
 EX Attack: Pharaoh Spill - Jab, Jih,
 →, Forward, Roundhouse
Blashamon
 Iai Giri - → hold → Punch or Kick
 Hane Yaliba - →→→→→ Punch
 "Kueshi Yaliba" - →→→→→ Punch after con-
 tacting with Hane Yaliba
 "Tsui Hayate" - →→→→→ Punch after
 contacting with Hane Yaliba
 Mukuro Fujii - →→→→→ Punch in the
 air
 Ki Ein Zan - →→→→→ Punch during a
 reversal period. (Guard Reversal)
 Kinsute Gosen - 360 + Punch when
 close
 EX Attack: Onkubi Hineri -
 →→→→→ + Two Punches
 EX Attack: Tsurane Gai - →→→→→
 →→→→→ Two Kicks

Felicia
 Rolling Budbier - →→→→→ Punch,
 Punch
 Rolling Scratch - →→→→→ Punch,
 Punch
 Daira Kick - →→→→→ Kick
 Sand Scratch - →→→→→ Kick (Guard
 Reversal)
 Hailcoat - →→→→→ Kick when close
 EX Attack: Dancing Flash - →→→→→
 Two Punches
 EX Attack: Please Help Me -
 →→→→→ Two Kicks
Rikuo
 Screwjet - →→→→→ Punch
 Trickfish - →→→→→ Kick
 Poison Breath - →→→→→ Kick
 Sonic Wave - →→→→→ Punch (Guard
 Cancel)
 Crystal Lahot - →→→→→ Punch
 when close
 Sky Neptune - →→→→→ Kick when
 close
 EX Attack: Aqua Spread - →→→→→
 Two Kicks
 EX Attack: Water Jail - →→→→→ + Two
 Punches
 EX Attack: Sea Ruge - →→→→→ +
 Two Punches
Sasquatch
 Big Snow - →→→→→ Punch
 Big Towers - →→→→→ Punch
 Big Cyclons - →→→→→ Kick
 Big Typhoon - →→→→→ Kick (Guard
 Cancel)
 Big Brunch - →→→→→ Punch when
 close
 Big Swing - 360 + Kick when close
 EX Attack: Big Freezer - →→→→→
 Two Punches
 EX Attack: Big Ice Burn - →→→→→
 Two Kicks



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JAPAN NOW!



SHINING WISDOM

Sonic Team has been quiet since releasing Shining Force for the Mega-CD. What have they been working on all this time? The **Silver**! Their first game is an Action/RPG with tully-rendered CG characters. When most people think of CG, they think of 3-D polygon-ish characters. In this game the characters are very smooth with no pixels and don't look like they're CG-based. The Action/RPG genre was spawned by Zelda, a game that was slightly on the easy side in terms of action-oriented play. Sonic's game isn't like this - you have to rapidly tap the buttons to jump higher or run faster. It's an extremely action-intensive game. The game isn't done yet, but I think that this is a global title that anyone and everyone will love, Japanese or American. The title is "Shining Wisdom," a title keeping in the tradition of Sonic's Shining Force and Shining in the Darkness series. There are possibilities that new types of gameplay could be implemented in Shining Wisdom because the characters are CG based. Warping, stretching, morphing and easy manipulation of the character models is feasible, but we'll have to wait and see what Sonic does. Hopefully, I'll have more on Shining Wisdom next month!



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Yanoman
Yutaka
Yojigen
Right Shut



このボートアモンの近くには、
ラスアルダスという都市がある
そうです。

MICROCABIN'S NEW 3D0 RPG

The game you see here is a new RPG for the 300 by Micro Cabin, makers of both The Life Stage and Guardian War. This fantastic-looking CD does not yet have a title. Micro Cabin's game is a standard top-down RPG, but the field is in built with polygons that shift according to your viewpoint. We'll have more info on this RPG as it develops.

BEYOND THE BEYOND

There was recently a press conference in Japan to announce an amazing new Action/RPG for the PlayStation called "Beyond the Beyond." The company doing this game is Camelot. Camelot's president is the younger brother of the president of Sonic Team, believe it or not... Imagine someone from Sonic Team doing a game on PlayStation! I can't say very much yet, but Beyond the Beyond will be like no Action/RPG you've ever seen and will stretch the PlayStation's limits. Check Japan Now next month for more info and shots!



THE NEW SATURN OPERATING SYSTEM

Sega's AM R&D Dept. #2, the designers and programmers of Sega's arcade hits Virtua Racing, Virtua Fighter, Daytona USA and Virtua Fighter 2 have created a new 3-D operating system for the Sega Saturn. This operating system is being made available to third parties very cheaply, and will enable them to produce high-quality 3-D games with ease. Shown on the right is the first shot of Virtua Fighter 2 on the Sega Saturn, the first game to utilize the new operating system. Below and on the far right is a Cinepak demo created by AM2 running in the new operating system environment. The Jacky model in the demo is said to be from Virtua Fighter 3!





MORE STREET FIGHTER LEGENDS!

We finally have more info on Street Fighter Legends... Just remember, this information is very preliminary and may change!

The speed will be between Super and Super Turbo. (It's just like Night Warriors' normal speed) Of course, the game will also have a speed select.

Most characters have walking-forward Supers, similar to Chun-Li's walking-forward Super in SSF2T.

Every time you use a special move or regular attack, the power gauge at the bottom of the screen will increase. When the gauge is full, you can use a Super Combo. You can also store multiple Super Combos as in Night Warriors.

In Super Turbo, when you unleash a Super Combo the character stuns briefly, alerting you to block. In Legends the length of time the character shines has been shortened, making it harder to defend against Super Combos.



GUY

Character Descriptions:

Guy: His mid-air Tatumaki Senpuku hits more than twice.

Ken: Ken's high-kick move, Double Hurricane, has been removed but a strange new forward roll move has been added.

Chun-Li: Her Kikoken has been removed, but she has a Super Combo in which she brings together all of her power to her hands. Her other SC is the Thousand Burst.

Sagor: Sagor has a new supersuit in the test version in which he makes a wider arc and after hitting the opponent lands backward. It's hard to counter.

Alison: There is another way to slide besides the roundhouse.

Blank: Same as usual.

Charlie: Charlie is a Biting-type character. He's like Fatal Fury 2's Big Bear... he has many attacks in which he dashes forward and shoulder-buckles.

Ken: He has a special move in which he jumps diagonally and kicks the foe, similar to T.Hawk's Concorc Dive. This stretch doesn't seem to be very useful. He also has an attack like Super Tiger Knee.

Sodom: Sodom is the fastest level boss of Final Fight and a Zangief-type character. He has a 360 move, of course. Instead of wielding his Katana, he attacks with two Judo, medieval Japanese police batons. He swings around his batons and walks forward to his Super Combo.

Ken: Remember Guy's spin kick special move in Final Fight that took part of your life off? It's one of his specials in SFL. One of his other special moves is a rapid three-punch, two-kick combo like his chain attack in Final Fight. In his Super Combo he runs forward with a roundhouse.

Rosa: Rosa is a brand-new character for SFL and resembles a gypper. She has an air throw and a projectile-reflection move like Hsien-Ko in Night Warriors. She also has a special attack in which she floats in the air and hovers up. It's very slow.

Charlie: Charlie is still the fastest that was killed by Mr. Bison. He has a Super Beam that he throws with one hand and a head bash kick. His trip kick does not hit twice but is stronger than Guile's. One of his Super Combos is two fast flash kicks, and in the other he runs towards the enemy with a roundhouse.



ROSE



SODOM



CHARLIE

That's everything I could find out, and I guarantee you won't find this info in any other magazine. Another thing I learned about SFL is that it seems more DarkStallers-ish than SFII-ish. Hopefully I'll be back next month with more on SFL!



An interview with... *Am2*

Interview by Spatial K & TJ
Sega AM R&D Dept. #2
Interviewees: Mr. Kurokawa, Mr. Higashi

This interview was held at Sega Enterprises in Japan and it was before the release date of Daytona USA.

Game Fan: Have you finished Daytona?

Sega: No, we're not quite done yet.

GF: The release date in Japan is April 1st, isn't it?

GF: We'll be done with the master copy in March.
GF: In our last Am2 interview with Yu Suzuki, he mentioned that it's hard to do a 100% translation of an arcade game. What do you think?

GF: I think it's really close to 100%. When we began on Daytona, we thought it would take more memory. When we look back on what we did, however, memory was very important. The arcade version of Daytona runs at 80 frames per second, so we could never do a perfect version, but the gameplay is identical to the arcade.

GF: Will it contain all of the courses at the arcade version?

GF: Of course. We even have 39 opponents in the Beginner course. It has all been completely translated.

GF: Even the slot machine?

GF: It is in the Saturn version. We've even added some new options as well.

GF: Really? Like what?

GF: I can't tell you as of this very moment, but we'll reveal them later.

GF: How much of the Saturn's hardware potential have you used?

GF: Since Virtua Fighter was the first title released at launch, we didn't utilize the full capacity at the hardware. After VF, we had a meeting and reviewed our work on it and used our newfound knowledge for Daytona. The Saturn does possess the hardware power to create better games, and there are so many possibilities.

GF: We're not sure yet, but SDA says that they might push in Daytona with the American release of the Saturn. Will there be any differences between the American and the Japanese arc?

GF: There shouldn't be any differences since the arcade version had no differences.

GF: Since you have already developed two titles for the Saturn, can you tell me if it was difficult or easy developing the software? Since the development staff had previously been making Sega-CD and Genesis games....

GF: I cannot answer technical questions, but I haven't heard any of the programmers complain about our development tools. The Saturn development system has so much untapped power, even despite the fact it's actually easy to program for. Since this is already our second title, most of our programmers knew what they were doing. Within a month we will be supporting our third parties with CG libraries at little cost. Our third-party support is actually better than it is for in-house Sega teams. In the beginning, we were left behind. We do regret that we couldn't support the others enough. Am2 is willing to create a new operating system for CG libraries. The CGs will include VF and Daytona data, so that third parties will be able to program VF-style games utilizing the library. I'm sure

that the new tools will be better than our current ones.

GF: Lately, I have been seeing CG everywhere, especially from Sega. Is the goal for the Saturn to be CG-based?

GF: I don't think that's what

we're planning to do. When I went to the recent AOU arcade show, I noticed a lot of CG 3-D games. Since there are so many on the market, it will all come down to gameplay itself. I'm pretty sure the reason why CG is popular is because it has a "fresh" and "new" look to it. But to the end, everyone will seek gameplay itself. If people ask me if the Saturn is for 3-D CG games only, the answer is "No". We are using bit-mapped graphics right, as well. Since the Saturn has high-powered specs, popular games will be built around playability. We are not just concentrating on 3-D images.

GF: Since you released the 32X, are you thinking of an upgrade for the Saturn as well?

GF: We are not releasing actual hardware, but we will be releasing system discs for Video & Photo CDs. Out since the Saturn has a fantastic future as a home system, I can't deny it 100%. We may schedule one in the future. We have to use the full capabilities of the hardware before we would even consider releasing one, at course. We do not believe that the Saturn is an exclusively 3-D system. Since it has well-rounded specs, it can run good 2-D games as well.

GF: How much of the translating Sega Rally Championship?

GF: Since a lot of consumers want to play popular arcade games at home, we will be translating them.

GF: How is Sega Rally Championship doing in Japan?

GF: There aren't many "reilly" type games on the market. We were actually the first to come out with a texture-mapped rally game. The arcade games are receiving it with surprise and interest.

GF: Let's talk about Am2. What is your next project for the arcade?

GF: We are currently working on VF3 for the arcade. We have already started the basic research, but we're not sure what kind of game concept we want to implement. Since so many consumers are expecting a lot from us, we would like to include brand-new features in VF3.

GF: As for the Saturn?

GF: We have already started to translate VF2. Since we are finalizing Daytona, the whole staff of Am2 is working around the clock. We are also working on Virtua Cop for the Saturn as well.

GF: Are you planning to release the game with IP?

GF: As you know, we released the Racing Controller for Daytona. So we'll most likely be doing a gun as well. The steering wheel is optional, so it will be pretty much as like the arcade except for the resistance. It's stable, so it efforts better control than the pad.
GF: Since the Virtua Stick is compatible with most games, will the steering wheel be as well?

GF: All I can think of is using it for third-party flying or racing games. Since we have the responsibility of releasing this product, we will be developing games for use with this.

GF: I've noticed that Sony is planning to release a network cable for their system. Let's say that I want to race other people in Daytona. Does Sega have a similar idea?
GF: We may offer a link-up option in the future, but really, how many kids have two TVs and two game systems, and are willing to go through all of the hassle just to play with each other? It's a cable of tears?



VIRTUA FIGHTER

GF: Was there any trouble developing VF or Daytona?

GF: The most difficult part of VF was that it was the first title. The original arcade version was not programmed to be released for a home system, so that's why it was so hard. The most difficult part of Daytona was the programming itself, since a lot of other racing courses in other games have up and downs and also a lot of turns that can hide pass-out. But in Daytona, there are straight courses which we have to show on one full screen. Since we had to map a long stretch either a turn, the calculations for that part were tedious. We wouldn't have done those courses in the arcade if we knew that Daytona was coming out of the Saturn! (Laughs)

GF: If you were to rate this game, what would you give it?

GF: Well... That's a hard one... HMMMM. I give it a 90%.

GF: How about VF?

GF: Well, maybe I should give it a lower score... actually, I'd rather not. I've been through the long and tiresome nights when we were programming it. That's why I'd like to give it a higher score. (Laughs)

GF: Did you analyze any other racing games in order to do Daytona?

GF: No, I don't think so. To tell you the truth, we did study Ridge Racer but we didn't use it as a reference.

GF: Which part of Daytona did you put the most effort into?

GF: To do a full translation of the arcade game for Saturn. With VF, we wanted to bring the feeling of the info and the speed at the game to the home. With Daytona, our focus was to reproduce forty cars racing against each other. Making the CPU control 35 cars requires some pretty hellish calculations!

GF: Are there going to be any differences between the U.S. and Japanese Daytona?

GF: If there is a difference, it would be in the difficulty... the US version may be harder. Also, the different versions at the Daytona arcade machine in the US feature an attract screen for the Saturn system.

GF: SDA will be announcing the Saturn in the US at E3. What position would you like it to take in the industry?

GF: That's a hard one to answer... it someone said "the next generation system" I'd want people to think "Sega Saturn". Right now, all anyone's talking about is bits. Whether 32 or 64-bit, we just want to create next generation games.
GF: How about the 32X?

GF: It's doing really well. Another magazine publication had an interview with the developer of Space Harrier and Afterburner. Everyone said that it looked like we ported the arcade code directly. They were amazed! Whether it is sellable for the market or not, the quality of the 32X is really high.
GF: Can you tell me if VF2 will be similar to the arcade, and how confident are you to assure this?

GF: We are 100% confident! Like I mentioned before, there were a few changes in the Saturn that we didn't use. Most of the programmers have gotten used to the old development techniques. But at the time of VF2's release, we will prove what can be done at the Saturn. Honestly, we were worried about it before, but we are really confident now.

GF: Last question... Any comments for the U.S. consumers?

GF: Well until September... And experience the true power of the Sega Saturn!

GF: Thank you very much for your time!



DAYTONA USA

Welcome to another edition of Other Stuff. The countdown to E3 has begun and the rumor mill is white hot and bursting at the seams.

SONY POWER

Sony Computer Entertainment has been very quiet as of late, but here are a few of the PlayStation games they should surface under Sony's multi-quadrillion-dollar booth at E3. They include: **Godzilla**, a one-on-one fighting game based on the upcoming big-budget movie, **Spawn**, **Mickey Mania**, and a rumored sequel to the highly underrated **Motor Teen Grand Prix**. The PS version of **Mortal Kombat 3** is in an early state at this time and should be shown behind closed doors. **MK3** for the PlayStation will hit the shelves on November 19th. (While on the subject of MKIII, the U64 version is due in February of '96 under the Williams label. The Saturn, 32X, and 380 M2 versions of MK3 are also due out early '96. We also hear that MK 3 might appear on the Virtual Boy sometime in 1996.) Sony Imagesoft has some powerful PlayStation product in the pipeline, like **Twisted Metal**, a 3-D combat racing game in which you take control of any of fifteen vehicles in complex bottle arenas, including an eight-mile square city. Another hot Imagesoft product is **ESPN Extreme**, a 3-D racing game similar to **Road Rash** in which you can control a skateboarder, a rollerblader, a biker or a "street luger." The last title from Imagesoft is **Warhawk**, a game that combines 3-D flight simulation with arcade-style air-to-air and air-to-ground combat.

SEGA STUFF

Sega may show as many as 11 new games for the 32X, and 17 for the Saturn. 32X games include **Sonic Mars**, **Virtua Fighter**, **Reichelt and Bell**, **Kolibri**, **Clack the Snapper**, **Congo**, **Virtual Hamster**, **Spiked**, **NBA Action**, and **X-Men 3**. American Saturn debuts include **Daytona USA**, **Panzer Dragoon**, **WildCats**, **Astral World Series Baseball**, **NBA Action**, **Mr. Bones**, **Clockwork Knight**, **NFL Jam** (not to be confused with NBA Jam), **Virtua Fighter 1 & 2**, **Eternal Champions 3**, **Bugs**, **Free Runner**, **Quake**, **Baldman Forever**, **Virtus Cop**, and a new **Sonic** game. For the Genesis, Sega will be showing **Color King** and Sega's answer to Bankey Kong Country, **K-Pop** (an Eternal Champions spin-off to include Shadow as a main character). Another possible E3 debut is Sega's **Venus** handheld, which is supposed to be directly compatible with the Genesis. The **Venus** is on absolute reality, but its release date is unknown.

NINTENDO NEWS

At the E3, Nintendo will show 5 ACN games - **Killer's Instinct** (a 24-Meg Super FX game), a brand new action game with the working title "Kid Kirby," **OBO**, the 32-Meg sequel to **KNC** which will show the new SA-1 accelerator chip and will not feature Bankey Kong, but **Biddy** as the main character, and an unknown 32-Meg action game. (Possibly **GoldenEye**). The big title for the SNES will be **Killer Instinct**. KI features 32-Megs of power and is rumored to include an SA-1 chip. Nintendo will also be showing the O-Meg **Killer Instinct** for the Game Boy. KI for the SNES will also feature all of the arcade music, characters and 2-8 levels, and Eyedol is now controllable. KI is due in August or September, and will retail for \$59.95. **Killer Instinct** is also rumored to be in development for the Virtual Boy.

Midway has announced that they will be publishing an Ultra 64 game which is due out early 1996. **Electronic Arts** is developing **FIFA Soccer**, John Madden Football, and **NHL Hockey** for the U64. **Accclaim** is hard at work converting **WWF Royal Rumble** (Williams' new arcade game) to the Ultra 64 as well as **Iron Man KB**, and rumor has it Accclaim may get the rights to do **Power Rangers** the Movie for the Ultra 64. **Shiny Entertainment** has also signed on to do Ultra 64 games. Their first game won't be ready until the 2nd quarter of '96, but imagine! Williams has informed me that they have three sports games in development for the Ultra including a hockey game. Williams also has four fighting games in development for the Ultra 64. One of them is rumored to be a 3-D fighting game with SGI graphics. Nintendo of America has also told me that the Ultra 64 box, controller, and system case have been finished and sent to NCL (Nintendo of Japan) for final approval. The Ultra 64 release date, however, has been pushed back to November. The Japanese release date is November 21st, and the price will be 25,900 yen (\$258 US). The name for the Ultra 64 in Japan will be "Ultra Famicom" and the system casing will be the same for all countries. The Ultra 64 won't be released in Europe until Spring, 1996. Speaking of Europe, let's talk about Rare. Rare, to me the best game developers in the world, are hard at work on **KILLER INSTINCT 2**. Here's what I know so far: KI2 will be released late '95, most likely the same day as the Ultra, and will not be released as an arcade game but as a home game only. KI2 will be 64-Meg or higher, and might appear at the E3 on video. By the way, did you check out the cover? Well, if you didn't, look at the picture of TJ Combo with Merlo and Diddy, could that character be from... **Killer 2**?

MEANWHILE...

Accclaim Distribution, Inc. and Sunsoft of America have entered into a major sub-licensing and distribution agreement whereby Accclaim will distribute a variety of Sunsoft games. Under this agreement games developed by Sunsoft will be released under the Accclaim label.

For **Konami**, 1995 will be the year of **Castlevania**. At the E3, Konami will be showing a Castlevania game for three different platforms. The first title is called **Castlevania: Rondo**. Due out in the fall for the SNES, this game is based on **Arkanoid** for the P.C. Engine, one of the best action games of all time. Konami will also be showing some footage of an original **Castlevania** game for the Sony PlayStation and the Sega Saturn. Yes, you heard me right... Imagine the ecstasy of playing a powerful 32-Bit Castlevania on your Saturn or PlayStation. While it almost sounds as if the Saturn and PlayStation Castlevania are one and the same, knowing Konami's past history with the Belmont crew, we can't help but think each 32-Bit game will be completely different.

Activision, Inc. has entered into an exclusive, long-term agreement with Shiny Entertainment to jointly develop a state-of-the-art, next generation action engine that will drive games produced for the Sega Saturn, Sony PlayStation and Nintendo Ultra 64 platforms. According to Activision, the engine will enable them to dramatically increase their portfolio of action titles and it will enable them to continue to pursue the development of high-quality products for all three platforms.

First it was Saturn and PlayStation, then we heard about the Ultra 64 and the 300 M2. Now the latest company to develop on advanced video game hardware system is **Hasbro**. Due to be launched in spring of 1996, Hasbro's new system (codenamed the "Toaster") is a \$280-\$380 **Virtual Reality** strap-on headset with performance, Hasbro claims, that will be comparable to an Oxy workstation. Microprose, Virgin Interactive Entertainment, Electronic Arts and Argonaut are all said to have the \$100,000 SGI development system for the Toaster and should have titles available at launch. The Toaster is rumored to be cable only - you may not be able to actually buy games, but rather download them via satellite. Imagine that...

Well I'm outta' here, it's off to the big show. Tune in next month for more of what's going on in the wonderful world of gaming.



Beginning in Spring, don't be surprised if you're carrying the risks of your favorite toy store and ALAMO! EWJ and his buddies are starting you right in the forest but get a cart and till it out! You know these quality Nintendo action games won't last! Now go home and pass 'em on while you watch Jim on TV!



GREAT NEW 32X TITLES ARE COMING! OVER A DOZEN NEW TITLES WILL BE ON DISPLAY AT THE ELECTRONIC ENTERTAINMENT EXPO! WE'LL HAVE A FULL REPORT NEXT MONTH!

Jeffrey



Jeff



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TRY OUT A DEMO ZONE!

From A Line Drop Inside Camera

THE POSTMASTER

Dear Postmeister,

I am supposed to be doing my chemistry lab right now, but the king of procrastination has a little something on his mind.

I own a 32X and a Sega CD. They are both capable of great things, but have yet to be pushed to the extreme. Even though the 32X is very young, it is clear that this system lacks two things: CD quality music and/or huge amounts of memory which would result in intricate and lengthy games. And even though the Sega CD has both of those, it lacks a good video card, and processor speed. HMMNNNA.

32XCD. Ahhh, lets run over specs. 10 meg of ram, 20 channels of sound (10 good channels), 4,400 meg of memory, 32,000 colors, two 32bit 27 MHz processors, and two 16-bit processors. That's pretty darn good. You see, ...what I'm getting at, is the fact that this format is being overlooked by everyone except those folks who make movie-games.

The 32XCD could trample over everything else if it wanted to, but not one GAME company has even considered it. What game companies should realize is that this system is great for every owner of a 32X and a Sega CD, and for them. By exploring this new frontier they could create some great games, and they don't have to go through the expensive process of buying carts.

So this letter goes out to all those blind game makers out there. Look at the most powerful system, and start making some games.

Jason Yuzuki
Flemington NJ

Dear Joann,

You certainly make a good point. Everyone's wishing about the high risk associated with cartridges, and how they wanna' produce CD's, yet like you said, next to no one is developing 32X-CD games. My guess is that they're betting on the fact that out of the 1/2 million or so 32X's out there, a very small percentage own a CD as well. You can look at this two ways, if you had the dough to fork out for a CD, chances are you bought a 32X. Or, if they would release 32X-CD games that totally rocked, you'd go out and buy a CD for your 32X!

Of course you also have to take in to account the price of the Ultra, and PlayStation. They are both CD based, (priced below a CD/32X combo) extremely promising new systems with gargantuan marketing behind them. It might be that most third parties are simply moving on, riding the wave of future power.

It's anyone's guess really. I guess we'll have to sit back and just see where the cards fall. The 32X is still a very young system and Sega is behind it 100%. I'm sure that at least some high powered CD's are in your future. Hang in there dude!

Dear Postmeister,

I write to you from within the castle-like confines of the historic United States Military Academy at West Point. I am a cadet here, and I have always had a passion for video games. Unfortunately, I am not allowed to possess any of the awesome systems now on the market. I used to be a proud owner of a Neo-Geo, but now all I am permitted to play is a Sega Game Gear. Granted it is an awesome hand-held, but I've been spoiled with the quality of home systems. That brings me to my question. I read about your good opinions on the Virtual Boy. You seemed very impressed, and you are nearly always correct, but I am wondering if you know about any other games (Nintendo plans to produce for the system. How about VR Denzky Kong? Are there any third parties yet? Also, is it actually comfortable to use? It's hard to tell from the pictures. By the way, I saw Street Fighter the Animated movie and you were right. It is a definite must see! Well, I have to shine my shoes now. Please do me a favor and tell Terry Woffinger that his art work is awesome.

Batman Forever-Cadet Finn
West Point, NY

Dear Card Finn,

Yea-butt! Hude-Hot Boom-shake-lake-lake, about face, stick it in a Virtual Boy! Ahh, feel that lush, thick, foamy softness on your face. See those hyper-deep 32-bit vibrant graphics. Ah Jeez I'm losing it again. Good news! The Virtual Boy is very comfy! In fact, it's almost therapeutic. Imagine completely blocking out everything around you and zoning in on an amazing 3-D game of Mario. Honestly, the Virtual Boy is one of the coolest game experiences I've had in awhile. If the big US Army will allow it, do not hesitate for a list of the MANY third parties signed up (many of which are the most prestigious developers in the world) check out this month's Japan Month! Oh, by the way, VR DNG... it could happen. Hey, thanks for saving the good 'ol US, still the best darn place on Earth to be (of course I'm armed and well protected). You're doing a good thing! P.S. You missed a spot.

Dear Postmeister,

If I had an award to give for the coolest makers of a magazine, hands down, you guys own it. I have a burning question that has been bothering me for quite some time now. My question is, "What do I do with my Sega CD?" Sounds simple, but basically, I'm stumped. First of all, there's some really cool games coming out for the Genesis and CD, namely Beyond Bats, Earthworm Jim CD, Lunar 2, DC Racers, Crusader of Centy, you get the picture. If I had never heard the words Ultra 64, Saturn, or PlayStation, I would jump at the chance to buy these quality titles, yet I'm not sure if I should invest more money into something that may be forgotten in less than a year. Don't get me wrong, I'm perfectly happy with my CD and Lunar alone was reason enough to buy it, but I'm wondering if I should start saving some money for an Ultra or a Saturn. I'm only 15, yet I enjoy long, challenging quests with humor, plot twists, and beautiful graphics as much as the next guy. Should I buy a 32X and say it won't become obsolete? Or are the 64-bit systems really so much more advanced that I should start saving now? There's a lot of readers like me that would gladly accept some advice on this. By the way, are you gonna' run for President?

Mike Mass
Brookings, OR

Dear Mike,

First, I've got 3 words for you... Lunar Eternal Rite. After you get done playing this last Sega CD RPG of joy, if you really want the best and have the means to save some money, do so. I say this because no matter how good the 32X, Sega CD, SNES or Genesis get, and they are getting mighty good, they just won't stack up against the new power systems. Basically, there will soon be a system to fit every budget. So it all boils down to a cash thing. Remember, once you buy a next generation system, and they aren't really all that much money for what you're getting (I don't think Sega, Nintendo, or Sony are making a dime as hardware) the games cost about the same, well, actually, less for the CD's. So, if by selling your current rig and saving some cash (or throwing a wild fit in front of your parents) you can play in a shiny new 32 biter, go for it! Unlike the usual now system launches of old, this time out the PlayStation and Saturn have dozens of titles ready to go! I've shed some light on the Ultra next month... if they let it in the show. P.S. Someday I will be President, and we'll mow down all the golf courses and build huge FREE arcades!

Dear Postmeister,

Yel Bloop burst! Remember me? ...Thank for reading my letter! It's great to know you're taking me seriously. Hey! At least somebody is. I've enclosed my subscriptions to the other mags I receive, EXCEPT GAMEFAN! Why? Cuz you guys are the best there is! Nuff said. Please let us gamers know the results of your research k? Thanxxxx.

Where should I begin? ...Ah Street Fighter the movie... No, skip that!... I would like to ask you cool & cute dudes if you had any information

Regarding positive or negative effects on video game players, I'm doing a research paper for my investigative techniques course. Has anybody been into on gamers playing recent games like Street Fighter 2 or Mortal K? What are the results, if you know? I'm having my neighbors come by my house daily and play games. They all agreed to help me out... (Hmmm, maybe it's because I'm a girl!!!!) Anyway, any information you could send me by the end of this school semester would be great!! So would an autographed picture of you, Postmaster! But perhaps that's a bit too much??

I'm sending you a picture of myself so you'll know what I look like. It's been digitized from a home video, so I look fat (which I'm not!!—but some people are and its OK) and my skin color looks strange. Ugh! I wish I could send you something better, but my friends have confiscated all of my really good pictures. I just hope you like it Postmeister. Oh! and PLEASEN Don't you dare publish till I've said, it's terrible!!...Thanked! Well, I know you have thousands of letters to read and I have a dozen games to rant and try so, until next time. Bye!! I bid.

P.S. Oh! Any word on a Cargoyles' game? I like the show a lot and it would make a killer game!!
The really cute girl gamer,
Weep
San Juan, PR

Dear Sleep,
Sleep! My little love bug, how the heck are you?
My-my, a cute girl who loves games... hey I got

room in the cave! The pictures were line...
 Rossman! Just kidding. You are a babe! Now
 send s photo i can print! You could be the
 poster girl for female gamers! Getting to your
 question about the effects of fighting games on
 encourage young men. All i can tell you is that
 after watching The Enforcer, K. Lee, and Nick
 immerse themselves in this stuff (not MM, mind
 you-SFZ, Night Warriors, Tekken, and Killer) for
 the last 4 years, all i can say is... WHOA!
 They are utterly consumed while playing. They've
 mastered complex button patterns that take
 memorization, hit the buttons with every finger
 in perfect unison, yet once they stop they are mere
 mortals in real life.

It's like *drag* they're always on. Whenever the computers are copying or they're between projects they can **ALWAYS** be found upstairs pounding away on Turbo or Night Warriors. Let me put it this way, if they applied the same intensive study and hours on *lets say*, building a rocket, they'd be on the moon. I guess certain people just climb in to these things and just have themselves. Hey, that's why they work at GFI Storm, Talk, and Geo are the same way with APG's and platformers. It's just more subtle. When you think about it, *Kinda'* makes sense. It's something you can be proud of, it's a sport. It's intense competition and winning builds confidence. Plus they've made so many friends along the way, it's really kinda' cool. They're not becoming freaks or anything, well, not yet at least. As for the MK player, Sisler seems normal enough... hyper though. Of course he uses to work at GP so he's gotta' be

little fruity, but we're whipping him in 10 shape. He really doesn't talk to us much since I maced him but I'll keep an eye on him. Hey, Sleep, I got a lot of letters from you girls this month, I think you started something! Keep writing! Dave is thinking about hiring a girl to write for us, so send in some stuff! There is a Eurotype game in the works. Disney's working on it now, for a late '85 release. I'll get you some hot info's and send it with the picture. You know that I have no sex right? I wonder if any of these guys are smelly's?

Well that's all the room I have this month, but before I go here's some special thanks for some of the swissness Isters I couldn't get to. You'll see two of 'em next month (they require long swissness I see you then!

Max Bysser, Mark Farns, Mr. Critic, Michael Pendleton, A.I., Theresa Cesare, Rick Gates, Tom Robinson, RIP, Chsd Useiman, Sze Salsbury, Gary Onesi, Tony Robinson, Sergio Lebrago, Michael Webb, Brandon Marz, Troy "K" Meshell, Ethan Woodward, Grand Master Triah, John Rodriguez, Wesley Dolers, Chucko the posty wannabe, Aron Peetz, and Elliott Witschick

Write to me or I'll run for President!

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Donald Gachet's Spring Valley, NY - Wow, a freaky. Had a tad too much java?



Okanaka Yu-Suzuki would be proud! Nice work!



Sean Rivem Walausa, HI Wall, c'mon, shoot 'em!



Scott McMahon Croton, OH Wow, Martial Champion! Now that's an envelope!



John Slack Crozet, VA So, this is what happens when Jim farts!



Saravati Lethrom Albuquerque NM - We all know who'd win this fight...

THE WINNER!

Joe Dickerson
Moreno Valley, CA

This is mighty impressive! Yu-Yu Hakusho a DBZ! Both are worthy of a prize (and both are killer games). Your T-shirt and inked board is on the way!



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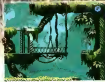
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